

# KOZM 2018 RULES

1/3

King of 2 Miles 2018 Match Rules  
2-4 July 2018  
NRA Whittington Center  
Raton, NM

## GENERAL RULES:

- This is a team competition. Each team consisting of up to 3 people (shooter, spotter, wind coach). This team remains the same from the preliminaries all the way through the finals. No additions or substitutions are allowed for the finals.
- Spotters/ wind coaches can only spot/work with one shooter. The single exception to this is a three person team where all members rotate through ALL positions at some time during the match. Shooter, Spotter and Wind Coach.
- Shooting order will be by random number generator. No gun will be permitted to be used more than once per day. The shooting order will be adjusted as necessary for shooters sharing rifles. If two shooters make it into the finals using the same gun, they will have to choose which of them shoots during the finals.
- Target locations, ranges and angles will be posted the evening before the first day of competition at the Eagle's Nest by the match director.
- Any rifle under 45 pounds is allowed however, rifles over .50 caliber will require prior approval. Rifle weight is determined by its "Ready to fire" configuration. The weight limit in 2020 will be 40 lbs. Any rifle other than centerfire will require approval too ( muzzle loader etc...)
- The weight of all other shooting equipment is limited to 25 pounds.
- The bipod can only be attached to the rifle at a single point. The bipod may only have two points of contact with the ground. The foot of the leg that comes in contact with the ground may not exceed 4 inches in width or length. The rifle and bipod must remain ridged when firing, there can be no recoil damping or movement of the rifle in relation to the bipod in anyway. Nothing can be placed on top of the bipod/rifle to add additional weight/support. Common examples of these are sandbags and stakes. No sharp pointed bipods which will damage the blast sheet are permitted.
- The shooter must make all adjustments to his/her rifle system once the string of fire begins. Examples, adjusting height of bipod/rifle, adjusting the scope or handling the ammo/loading the rifle. Once the string of fire begins, any forgotten equipment the shooter requires must be obtained by the shooter.
- The rear of the rifle may be supported by a bag or pad of any kind, a monopod or the shooter but not an adjustable style rest that is not attached to the rifle.

- With exception of the ammo, shooting mat and blast sheet, the shooter must be able to carry all of their equipment to the line in one trip. Allowances will be made for shooters over 65 and those with any physical impairment. A generic blast mat (tarp) will be on the ground at all firing positions and additional bipod elevation platforms will be available for all shooters to use.
- Any rifle optics and spotting scope system are allowed. No team may directly view the video feed from cameras, drones or receive ANY signal of any type (i.e. Doppler Radar) from outside the firing point while firing. Radio and/or hardwired communication style hearing protection is not allowed.
- No team may use, at anytime during the match, any instrumentation that collects or records environmental data from points forward of the firing line. No wind indicators may be added to the range area forward of the staging area and firing line.
- No weapon alibis. After a rifle has a second malfunction of the same type, any additional malfunctions disqualify the shooter and the rifle must be removed from the line. Once a malfunction has been detected, permission can be given by the range officials for the shooter to have additional help in clearing it.
- Spectators are not permitted to communicate with the team currently shooting in any way.
- No one outside the scoring team may watch the video feed in or behind the scoring area. This is a distraction to scoring team. Additionally, spectators have in the past inadvertently given details of impacts to the spotter which provides that team with an unfair advantage.
- No practicing is allowed on the KO2M course prior to the competition. Any team found shooting at the cliffs behind the ranges (which is in violation of the NRAWC range rules) at anytime, will be disqualified from the match.
- There will be a shooting position "box" for shooter and their spotters. Spectators must stay far enough away that they will not disturb the team currently shooting.
- The team is on it's own for sighting and adjusting impacts. No feedback will be provided by the personnel watching video of the target hits. Hits will be indicated by an auditory signal, nothing will be said for misses.
- Shooters, Spotters and Wind Coaches will not call out target impacts. The scoring team will make the call on this and provide a clear and concise auditory indicator when a target has been hit. This policy is due to many spotters falsely calling impacts and confusing everyone there.
- A target is deemed "Hit" when it is the first thing that the bullet strikes after leaving the muzzle. Frame, strap and ground strikes that cause the target to move are considered misses. The call of the two scorers is final.

- Once shooters have finished their shooting string, they must quickly remove their equipment to allow the next team to set up. Both the previous and next team will handle weapons UNLOADED and with a CHAMBER FLAG or other visual indicator of an empty chamber.
- The "Failure to do right" rule is in effect for this competition. The match director can disqualify any competitor for attempting to stretch the letter of the rules or gaming to gain an unfair advantage which is against the spirit of the competition.

#### COURSE OF FIRE:

Teams will be given a map of the target locations and ranges as determined by GPS and laser range finder. Competitors are welcome to use their own range finding equipment if they choose to.

#### Day 1 & 2:

Target ranges will be approximately 1400 to 2400 yards. Shooters will have 5 minutes to set up and 9 minutes to complete their five target string. A single round will be fired at the Cold Bore target. After this, the elimination targets begin. Five shots will be taken on target one and three shots each on targets 2-4. A failure to hit any (excluding the Cold Bore) target with the allotted number of rounds will mean elimination. The top scoring teams will advance to the finals on day three. This number has yet to be determined.

#### Day 3:

Target ranges will be approximately 2500 to 3600 yards. The top scoring teams will proceed to the finals. Shooters will have 5 minutes to set up and 10 minutes to complete their four target string. A single round will be fired at the Cold Bore target. After this, the elimination targets begin. Time allowing, shooters will fire a total of 16 shots. The shooter must hit the target in order to advance to the next and fire a minimum of 5 shots (with the exception of the cold bore) before proceeding to the next target. Hits after the fifth shot will allow progression to the next target but will award no points.

#### SCORING:

Scoring for day 1&2 will be based on shot order times range plus the remaining time in seconds. The Cold Bore target is not shot for score but for separate awards and prizes. For target one, the multipliers are 5,4,3,2,1. For subsequent targets the multipliers are 3,2,1. Multipliers for day 3 are 5,4,3,2,1,0 on targets 1-3. So a 2nd round hit on the first target with a range of 1454 yards and subsequent misses from there on with 5 minutes remaining would yield a score of 6,116 (1454x4+300)