

## King of 1 Mile 2022 Match Rules

### GENERAL RULES:

- **Team Size:** This is a team competition. Each team consisting of up to 2 people, a shooter and spotter. The team must remain the same from the preliminaries all the way through the finals. No substitutions are allowed for the finals.
- Spotters may only spot for one shooter.
- Shooting order will be by random number generator. No gun will be permitted to be used more than once per day during the preliminaries. Shooters will shoot on different days than their spotters during the prelims. 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 by the match director.
- **Rifle Limitations:** Any rifle under 26 pounds with a caliber of 338 or less is allowed, Rifle weight is determined by its "Ready to fire" configuration. Any rifle other than centerfire will require prior approval (muzzle loader, light gas, Gauss/Rail gun etc...). Rifles that weigh in over 26 pounds will face a 1000 point starting penalty for each tenth of a pound or fraction there of. So a 26.05 pound gun would start at -1000 points and a 30 pound gun would start at -40000.
- The weight of all other shooting equipment is limited to 25 pounds.
- **Bipod:** The bipod can only be attached to the rifle at a single point, however, having it attached to a RRS/ARCA rail, or a BipodExT system (in each case that is mounted parallel to the bore) is allowed and can be moved during the course of fire. Bipod legs must be capable of folding or otherwise collapsing along the length of the gun. In the collapsed position, the bipod, and everything else on the rifle cannot exceed a width of 8 inches. The only mechanical elevation adjustment in the front portion of the rifle and bipod system must come from the independent movement of each of the bipod legs. (Note: This does not limit the use of a mono-pod located near the rear of the rifle). The leg can only be attached to the rest of the bipod (with the exception of springs designed for rapid deployment like on the Harris) at a single point. The folding or extending portions of the legs do not require tools to deploy/operate and if asked to demonstrate, the shooter must be able to deploy the bipod from the fully folded and collapsed position into the firing position in under 10 seconds. 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 rigid when firing, there can be no recoil dampening or movement of the rifle in relation to the bipod in any way for the purpose of damping/reducing recoil. 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. Unconventional designs must be sent in for approval ahead of time. As with all the rules, any team seen to be attempting to bend the bipod rule will be disqualified.
- 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, bipod elevation platforms 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.
- Any rifle optics and spotting scope system that can be obtained commercially by anyone are allowed. No team may use the video feed from downrange target 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.
- Ear and eye protection is required of everyone entering the shooting box. We understand that some spotting scopes have a short eye relief that prevents the wearing of some eye protection. In this case, once it is that teams turn to fire, if the spotter is located behind the shooter, they may remove their eye protection.
- Malfunctions: Time does not stop for rifle or equipment malfunctions. The shooter alone must clear the problem on the clock. In some cases, based on safety concerns, the match director may allow addition assistance with clearing a malfunction. 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. At anytime that the match director deems the weapon or team unsafe, he can DQ/stop the shooting team.
- Ko1M does not have equipment alibis, but the possibility of an organizational mistake can occur. Examples of these are: Incorrect hit and miss indications where the team acted on the call, camera failure or a broken target. For this reason, the Match Director might allow an alibi to be executed as follows:
  - The team will repeat the stage from the moment the problem occurred. They will fire one round, not for score on the previous target (as required) and then continue for score until the end of their time or alibi session. The goal is to give the team a fair chance to finish the stage without a complete reshoot. The Match Director will decide on how to proceed and his decision is final.
- 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 the scoring area. This is a distraction to scoring team.
- No practicing is allowed on the Ko1M course prior to the competition. Any team found shooting on it will be disqualified from the match.
- There will be a “shooting box” on the line. Each shooter and spotter will have their own position. Spectators must stay far enough away that they will not disturb the teams while shooting or setting up.

For this reason, there will be no other personnel in the Shooting Area/Box with the exception of the professional photographers cleared by the Ko1M committee whom are there to record the entire event.

- The team is on its 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.
- Shooter and Spotter calls of target impacts are not the official judgement of an impact. The Ko1M 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 nose of 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.
- Protests in regard to hits or scoring must be submitted in writing with \$50 cash. The protester must list the target and shot in question for their protest. Each shot is considered a separate protest. If a protest is judged to be valid, the \$50 will be returned. Individual scores for the finals will be provided to the teams at least 30 minutes prior to the awards ceremony to allow for protests. At the end of that period, once the ceremony begins, scores are final.
- Once teams 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 shooter may not dry fire during setup.
- Teams that are waiting for their turn to move into the “Box” are prohibited from setting up on their rifles and looking through rifle mounted optics anywhere on the range and rehearsing looking at the targets and target area in any way whatsoever. This does not prohibit checking ones scope. Rehearsals must wait until the team is in the “Shooting Box”.
- 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. A prime example of this is shooting at something other than the target to get a wind reading....
- Acceptance to the match will be give priority to people with a Ko1M rank from having shot “Light” class in other ELR matches. Shooters with rank priority will also have that priority given to their spotter. This is a team event and we will never break up a fire team deliberately.

#### COURSE OF FIRE:

- Teams will be given a map/photo/listing 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.
- Teams are responsible for knowing when they shoot. Failure to show up on time can result in match DQ. As a minimum, any team that is late will be bumped to the end of the list. Teams that “no show” to gain a weather advantage will be DQed.

#### Preliminary rounds:

- Target ranges will be approximately 800 to 2000 yards. Shooters will have 5 minutes to set up and 9 minutes to complete their five target string firing a total of 13 rounds. The procedure is simple, after the cold bore target, which is a single round, the team must hit a target to move to the next. The first 3 rounds fired at each one of the targets (past the CB) is for score, after that, the team is firing only to get a hit in order to advance to the next. So in theory, a team can end up firing 12 rounds at target one. Teams must fire at least 3 rounds at a target and get a hit before moving on.
- The top scoring teams will advance to the finals. There will be one finalist for every five shooters rounded down at 3 and up at 4. (i.e. 88 shooters = 17 finalists)

#### Finals:

- Target ranges will be approximately 1600 to 2500 yards. The top scoring teams will proceed to the finals. Shooters will have 5 minutes to set up and 10 minutes to complete the three target course of fire. Time allowing, shooters will fire a total of 15 shots. The team must hit the target in order to advance to the next and fire a minimum of 5 shots before proceeding to the next target. Hits after the fifth shot will allow progression to the next target but will award no points.

#### SCORING:

The scoring system gives more points for first round hits and adds a proportional multiplier to targets at greater distances. The calculation is distance in yards squared divided by 3000. It quadruples the point value when the target distance doubles. First round hits (including the cold bore) are worth 5 times the distance value; second round hits are worth 4 times and so forth.

#### Example base target values are:

800 yards	213 points
1100 yards	403 points
1400 yards	653 points
1700 yards	963 points
2000 yards	1763 points