



KING OF 1 MILE SOUTH AFRICA (KO1M SA) KING OF 2 MILES SOUTH AFRICA (KO2M SA)

MATCH RULES [Version 2/2020]

GENERAL

1. Two Shooting Positions will be used, each approximately 3m x 3m, separated either by a blast barrier or sufficient distance apart to prevent muzzle break blast disturbance between the two ranges.
2. A generic blast mat (tarp) will be on the ground at all firing positions.
3. Each Shooting Position will have a dedicated SAFE AREA. Any equipment malfunctions may be addressed in this area. After the course of fire, your rifle may be left in the Safe Area to cool down as long as it is equipped with a chamber flag & pointing safely downrange.
4. Event Format: Day 1-2 KO1M SA Qualification; Day 2 KO2M SA Qualification. Day 3 KO1M SA & KO2M SA Finals.
5. One Team will be allowed on each firing line at a time.
6. A random sequence generator (for example in MS Excel) will determine the shooting order.
7. Radio and/or hardwired communication style hearing protection is not allowed.
8. Eyewear & Hearing Protection is mandatory.
9. Chamber Flags are mandatory. Before any firearm is moved, it must have a clearly visible chamber flag inserted. If you do not have a chamber flag, these may be obtained at the event.
10. Commencement of fire will only take place with the Range Officers attendance & approval.
11. The "failure to do right/to follow the" rule is in effect for this competition. The match director can disqualify any competitor for attempting to stretch the letter of the rules or trying to gain an unfair advantage, which is against the spirit of the competition.
12. After the Qualification round, 2 squads will be formed. Official Finalists form Squad A. Squad B comprises of those that did not qualify for the official Finals due to score or sharing of rifle rule. Squad B will have their own Finals shootout & will commence after the official Finals has been concluded, time permitting.
13. Within the confines of the competition, NO rifle is permitted to be used more than once a day. Sharing the same weapons system (rifle) between 2 or more competitors may benefit or



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provide unfair advantage & is against the spirit of competition.

14. However, in the interests of promoting & growing the Sport of ELR shooting, we will allow sharing of the same weapons system between 2 or more shooters, but based on the following criteria:
 - The Competitors must volunteer this information during registration or prior to the qualification shoot.
 - Only the first competitor to use the weapons system will be scored within the bounds of the competition & be eligible to proceed & score in the Finals.
 - The additional shooters sharing the weapons system will still be scored & be eligible to shoot the Finals in a B class.
15. No Team will be permitted to participate whilst carrying a handgun, holstered or not. Typically with the Shooter lying prone, his sidearm will be pointing back at his spotter, the spectators & the dedicated scorers/spotters & thus is viewed as unsafe. Leave your sidearm either in your rifle bag next to you or locked securely in your vehicle.
16. All Impact Xtreme Shooting Ranges are sterile ranges, meaning that the particular range & its setup of targets has never been engaged by anyone prior to the competition having commenced. No practicing is allowed on the course prior to the competition. Any team found guilty of this, will be immediately disqualified from the match.
17. Spectators must stay far enough away so that they will not disturb (or communicate with) the team currently shooting. A spectator area & tent will be demarcated where live target cam feed may be streamed.
18. Nobody may assist the spotter or shooter Team with Impacts or wind information as this provides the Team with an unfair advantage.
19. A further concession with the sole aim of promoting & growing the ELR Sport is as follows: Once the official KO1M SA & KO2M SA Qualification & Finals has been shot, scored & completed, the range/s may be kept open to give shooters the opportunity to engage any of the Targets. This is subject to the amount of daylight remaining & is at the Match Directors discretion.

TEAM

20. This is a team competition. Each team consists of up to 2 people, namely shooter & spotter. This team remains the same from the preliminaries all the way through the finals. No addition or substitution will be allowed for the finals.
21. The Spotter/Shooter Team must remain the same throughout the particular events Qualification & Finals stages. The same 2 people may switch roles as shooter/spotter to form & register another Team, which must remain the same throughout the particular events Qualification & Finals stages.
22. The Team is responsible for its own sighting and adjustments after impacts.
23. The shooter must make all adjustments to his/her rifle system once the string of fire begins. Examples, adjusting height of bipod, adjusting the scope or handling the ammo/loading the rifle. Once the string of fire begins, the shooter will obtain any forgotten equipment they require.
24. No Team may directly view the video feed from cameras, drones or receive ANY signal of any

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type (i.e. Doppler Radar) from outside the firing point whilst firing.

25. The Event's dedicated spotter will provide a clear and concise auditory indicator when a target has been hit.
26. With exception of the ammunition, shooting mat and blast sheet, the shooter has to be able to carry all his equipment to the line in only one trip. Allowances will be made for shooters over 65, shooters with medical mobility conditions and disabled people.
27. 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 teams will handle weapons UNLOADED (magazine out) and with a CHAMBER FLAG or other visual indicator of an EMPTY CHAMBER.

EQUIPMENT

28. Any rifle under 18.14kg (40lbs) is allowed in this competition during 2020.
29. Rifle weight is determined by its "Ready to fire" configuration. Only centrefire rifles are approved for use in this Event.
30. Any rifle optics and spotting scope systems are allowed.
31. Suppressors & Muzzle Breaks are allowed.
32. Calibers allowed: KO1M SA max .338; KO2M SA max 50BMG.
33. 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 100mm 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 at the top of the bipod/rifle to put additional weight/support. Common examples of these are sandbags and stakes.
34. Sharp pointed bipod feet will be allowed, but must be used on a wooden, plastic or aluminium block or any other material so as not to damage the blast sheet.
35. The rear of the rifle may be supported by a bag or pad of any kind, a monopod or the shooter (with his arm for example) but not an adjustable style rest that is not attached to the rifle.
36. No weapon alibis. After a rifle has a second malfunction of the same type, any additional malfunction will disqualify the shooter and the rifle will be removed from the line. Once a malfunction has been detected, wait for the dedicated range official to inspect & determine course of action. Permission may be given by the range officials to the shooter to get additional help in clearing it.

TARGETS

37. KO1M SA Distances: Qual. 500-1100m (547-1203yds); Finals 1200-1650m (1312-1804yds).
38. KO2M SA Distances: Qual. 1400-2250m (1531-2460yds); Finals 2300-3292m (2515-3600yds).

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39. Target locations, ranges and incline angles will be posted the evening before the first day of competition on the KO2M SA Facebook Page. Teams will be given a map of the target locations and ranges as determined by a Professional Land Surveyor. Competitors are welcome to use their own range finding equipment if they so prefer.
40. A target is deemed "IMPACT" when it is the first thing that the bullet strikes after leaving the muzzle. Frame, strap and ground strikes that may cause the target to move are considered missed. The call of the dedicated spotters & scorers is final & will be indicated by an auditory or verbal confirmation. No misses will be announced.
41. The Cold Bore Target must be directly engaged & can not be used as an opportunity to shoot at other distant targets or land features in order to gain a free wind call data. Shooters found guilty of this will be disqualified immediately.

COURSE OF FIRE:

Teams will be given a map of the Target locations & surveyed ranges with incline/decline angles. Competitors are welcome to use their own rangefinders if they choose to.

DAY 1: QUALIFICATIONS [Round Count 15]

Shooters will have 5 minutes to set up and 9 minutes to complete the five-target string. A single round must be fired at the Cold Bore Target (CB) & Five (5) Shots will be taken on target one (T1), thereafter 3 shots for T2, T3 & T4.

Time permitting, the shooter must fire a minimum of allocated shots & hit the target at least once in order to score & advance to the next target.

Hits after the minimum allocated number of shots per Target will allow progression to the next target, but will accrue no points.

Shooters are disqualified by either Time or number of rounds fired.

The top scoring teams will advance to the Finals. The number of top teams selected will be determined on the day & announced that evening.

DAY 2: FINALS [Round Count 15]

Shooters will have 5 minutes to set up and 10 minutes to complete their 3-target string.

Time permitting, the shooter must fire a minimum of five shots & hit the target at least once in order to score & advance to the next target.

Hits after the fifth shot will allow progression to the next target, but will accrue no points.

Shooters are disqualified by either Time or number of rounds fired.

SCORING:

The latest scoring system adopted by KO2M Global will be used; it fixes some of the problems experienced previously & awards the shooter greater points for hitting the further targets. Distances are kept in Yards for the calculation to make it comparable with the KO2M USA scores & ranking system.

$$\text{SCORE} = \text{Int}((\text{Dist} * ((\text{Dist} + 100) / 1500)) / 2)$$

In General layman's terms it's still calculated on hit multipliers. DISQUALIFICATION targets have been removed & the format on both Qualification & Finals rounds is HIT TO ADVANCE.

