



**CIOR MILCOMP COMMITTEE**  
**Military Competition**

**PERMANENT REGULATIONS**

**Feb 2023**



## LIST OF ERRATA or MODIFICATIONS

Number of Errata	By	Date	Section	Remarks
1	TD	Mar 2020	all	Complete revision, acknowledged by CIOR MILCOMP Committee at MWM 2020
2 - 17	TD	Feb 2023	A4b, A6a-c, A11a, A16c, A18e, A20d, A23d, B43, C2, C6e, D2, D5, E1, E4b, E4h, E4k, E7, App.3B	<ul style="list-style-type: none"><li>• “calculation formulas for shooting, MOM , USC added</li><li>• Preliminary Meeting” renamed “Opening Meeting”</li><li>• max. no. of teams (male and female) per nation is 8</li><li>• broken-up Intl. Teams not included in final ranking</li><li>• Intl. Teams w/ females only do not compete in Female cat.</li><li>• LOC: max. 3 attempts in negotiating an obstacle</li><li>• USC: no surfacing within obstacle no. 2. allowed</li><li>• MOM: teams to pass CP together within 10m of CP</li><li>• MOM: assistance of a team in emergency situation allowed and to be credited for by TJ</li></ul>

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## LIST OF ACRONYMS

CO: Controlling Officer  
DoC: Director of Competition  
HG: Hand Grenade Throwing Contest  
HoD: Head of Delegation  
LOC: Land Obstacle Course  
LJ: Line Judge  
**LNO: Liason Officer**  
LOAC: Law of Armed Conflicts  
MILCOMP: Military Competition  
MOM: Military Orienteering March  
MSC: Military Shooting Competition  
MR: Map Reading  
MWM: Mid Winter Meeting  
RO: Range Officer  
RE: Range Estimation  
TC: Team Captain  
(T)CCC: (Tactical) Combat Casualty Care  
TD: Technical Delegate  
TJ: Technical Jury  
USC: Utility Swimming Contest



## **PURPOSE OF CIOR MILCOMP**

The CIOR military competitions are organised in a spirit of fair play, military conduct and the promotion of a better understanding between members of the Reserve Forces of the countries of the North Atlantic Alliance and invited countries. The reserve soldiers participating in the various events of the military competition have the opportunity to demonstrate their abilities, individually and as a team, in the military field.

## **A. GENERAL REGULATIONS**

### **A1. PURPOSE OF THE PERMANENT REGULATIONS**

- A1.a. The present Permanent Regulations are to be considered the binding regulations for the planning, organisation and execution of the Military Competitions.
- A1.b. As no regulations can completely cover all situations, the absence of a restriction does not necessarily mean an authorisation.**
- A1.c. The Technical Jury (TJ) has the authority to amend a rule if the situation deems it necessary.**

### **A2. CHANGES IN THE PERMANENT REGULATIONS**

- A2.a. Proposals for changes in the Permanent Regulations must be sent to all member countries and the Secretary of MILCOMP at least 3 months before the CIOR Mid Winter Meeting (MWM) in January/February.
- A2.b. Remarks and comments must be sent to all member countries and the Secretary of MILCOMP at least 1 month prior to the MWM in order to be included in the Agenda of the MILCOMP Committee meeting.
- A2.c. The Chair of the MILCOMP Committee submits a report to the CIOR Council with the Committee's recommendations during the MWM for approval.
- A2.d. As soon as the CIOR Council has approved a change in the Permanent Regulations, it takes effect and becomes valid immediately. Following this, the Chair of MILCOMP sends the updated Permanent Regulations to all Member countries.

### **A3. SPECIAL REGULATIONS**

- A3.a. Any necessary or proposed special regulations pertaining to the forthcoming competition must be submitted by the organising country to the Chair, the Secretary and the Technical Delegate (TD, c.f. section 10) of MILCOMP for their consideration not later than 1 month before the MWM.
- A3.b. Any further special regulations pertaining to the forthcoming competition shall be submitted by the organising country to the Chair, the Secretary and the TD before the CIOR spring In-Between-Meeting.
- A3.c. Following approval by the TD and the Chair of MILCOMP, the organising country sends via email those special regulations to all member countries, no later than 3 months before the date of the upcoming competition.

### **A4. LANGUAGES, INTERPRETATION**

- A4.a. The official languages are English and French. Commands during the competition can be given in either language.
- A4.b. The host nation is to supply an English or French speaking liaison officer (LNO) or preferably an officer speaking the participating nations' language to each delegation.

### **A5. COMPETITORS**

- A5.a. Reserve officers, reserve NCOs and reserve enlisted soldiers only, of active or inactive status, are allowed to take part in these competitions. If a team consists of enlisted reserve members, it is preferred that one team member is an OR-5 or higher according to STANAG 2116 (e.g. Sergeant (USA)).
- A5.b. The competitors must be armed, dressed and equipped according to military standards: combat dress with long-legged trousers, military belt, long sleeved combat jacket with ranks and collar (no turtle neck, stretch material, under armour, etc. alone), military headgear, military socks and military boots.

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Variations are stated in the respective sections for each event or contest. Any doubts about own proper dress and equipment for the competition have to be addressed by the participating nations to the Technical Delegate prior to the start of the competition. Non-adherence to the required dress might result in denial of start for that event.

Competitors will carry their weapons as handed out by the organizing country, except in the following contests: Land Obstacle Course and Utility Swimming.

- A5.c. Each member of a team must have an identification card with a photo available at each event, preferably issued by the host nation. Failing to comply might result in denial of start for that event. The host country will issue starting numbers to competitors and these must be worn by all competitors in such a way that the numbers are visible during practice and contests for each event (except Utility Swimming).
- A5.d. Competitors are given a status by the number of years they have participated in MILCOMP
- Novice: 1st year of participation in the competition
  - Experienced: 2nd, 3rd or 4th year of participation in the competition
  - Veteran: 5th year of participation in the competition or more

Any year of participation, i.e. start in the competition, counts for the status of the competitor.

## A6. TEAMS

A6.a. The teams in the competition, each consisting of 3 members, will be listed in five categories:

- Novices Category (all team members being a Novice);
- Experienced Category (at least one team member being already an Experienced);
- Veterans Category (at least one team member being already a Veteran);
- Female Category (all three team members being female);
- International Category (at least two team members being from a different nation);

For the Novice, Experienced and the Veterans category, the team member with the highest status is decisive for the category the team will compete in. For the female and the International teams the status of each team member is of no importance.

Teams of the 5 different categories will start in a random order calculated according to section A19. **However, international teams will start first on each competition day.**

Countries are obligated to send their substitutes and members of their incomplete female teams to the International teams.

**Distribution of female competitors across the international teams is at the discretion of the Technical Jury (TJ, cf. A11). International Teams that are composed of sole female competitors will also compete in the Female Category.**

**In case the number of competitors for the international teams is not dividable by 3, the TJ will decide about the participation of the excess substitute. Any excess may fill in a nation's substitute when pulled out of an international team.**

A6.b. Each country is allowed a maximum of 8 teams and a limited number of substitutes as follows:

- 3 substitutes for 0-5 teams;
- 4 substitutes for 6-8 teams.

A6.d. Mixed male-female teams will compete in the male category.

## A7. DELEGATIONS

A7.a. Regardless of the number of teams, each country's delegation may have:

- 1 Head of MILCOMP Delegation (HoD)
- 1 Team Captain (TC)
- 2 Coaches
- 1 Physiotherapist

Additional Staff will be considered as Observers only.

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Executive board members of MilComp, i.e. Chair, Secretary and TD, as well as any other Technical Jury member (TJ, cf. section A11) are not part of their countries MilComp delegation during the competition. They however report directly to their country's delegation for any disciplinary matters.

- A7.b. Accommodation will be provided for the delegations as per above list only, including MILCOMP staff (Chair, Secretary, TD and TJ).
- A7.c. Host nation to consider a 50% cut in the registration fees of the TJ, TD, MILCOMP Chair and MILCOMP Secretary.

## A8. INVITATION, REGISTRATION AND PARTICIPATION

### A8.a. Invitation:

Not later than 3 months prior to the competition, the organising country shall send the member countries an official invitation containing:

- The exact dates of the competition,
- Special requirements such as the special regulations to be applied,
- Description of weapons,
- Dimensions of the swimming pool, length, width and number of lanes,
- Samples of maps,
- Layout of Land Obstacle Course (shape and no. of lanes),
- Particulars of orientation march etc.,
- Competition contact office (address, phone, etc.).
- Billeting (address of the camp, phone, etc.).
- Registration forms.

### A8.b. Registration:

Registration of competitors by the participating countries is to take place in 2 steps as follows:

(1) Not later than 6 weeks before the competition starts each participating country shall submit to the organising country a letter containing:

- Total numbers of participants (competitors, substitutes, coaches etc.),
- Number of teams total as well as number of female teams,
- Registration fee, if any,
- Documentation language preferred (English or French),
- Contact address (same for all participants for that country),

(2) Not later than 2 weeks before the competition starts, each participating country shall submit the provided registration forms, containing:

- Name, rank and number of times participated in CIOR MILCOMP; names can be changed as late as the **Milcomp Opening** Meeting; if substitutes are to participate in International Teams, it shall be indicated which one can be an orienteer.
- Composition of teams
- Date and place of arrival and departure,
- Means of transportation,
- Special requests or requirements, if any, or information deemed to be of value to the organisers.

The registration form shall be accompanied by an official letter certifying that all members of the teams are in the Reserve Forces of the participating nations. The certifications must be presented at the latest at the **Milcomp Opening** Meeting. Failing to comply might result in denial of participation in the Competition.

### A8.c. Participation:

Participation is considered confirmed when the above item (b) has been complied with. Any changes occurring after registration must be given during the **Milcomp Opening** Meeting at the latest.

## A9. TRAINING BEFORE THE COMPETITION

- A9.a. No country shall assemble its competitors in a training camp for more than 3 weeks continuously.
- A9.b. The host county shall not use the area of the Military Orientation March for training its teams before the competition.

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A9.c. The host country shall not allow other countries to train on the sites for the different events and contests prior to the scheduled practice for all countries, directly before the competition

## A10. TECHNICAL DELEGATE

- A10.a. A **Technical Delegate (TD)**, being member of the MILCOMP Committee and having a thorough knowledge of the organization and execution of the military competition shall be appointed in the MWM a year before the competition he will be responsible for (cf. Appendix 10 for Terms of Offices). The TD shall not be from the country organising the upcoming competition. The elected TD becomes part of the executive board of MILCOMP and acts as the Head of the Technical Jury (cf. section A11).
- A10.b. The TD shall visit the competition venue in the organizing country not later than 3 months before the competition starts for certification of arrangements. More visits may take place if necessary. The TD shall provide a written report to the Chair of MILCOMP immediately after the visit. The Chair of MILCOMP may contact the CIOR President if he considers this necessary.
- A10.c. After the competition the TD will prepare a report in writing to be sent to the Chair of MILCOMP no later than 3 weeks after the competition. This report will be presented and discussed at the following MWM to ensure identification of lessons to be learned for the next competition

## A11. TECHNICAL JURY

- A11.a. The **Technical Jury (TJ)** is constituted by the TD and 3 other **members**. The 3 additional TJ members shall be appointed at the MWM for the current year's upcoming competition (cf. Appendix 10 for Terms of Offices). They will be elected from the candidates presented by member countries at the MWM. The candidates must have a thorough knowledge of all events concerned.
- A11.b. A participating country's HoD cannot be a TJ member.
- A11.c. The TD is the Head of the TJ.
- A11.d. The TJ shall:
- on request by the TD, assist him in his duties before the start of the competition,
  - before the competition, inspect all of the competition areas to ensure that they conform to the Permanent Regulations and acceptable safety standards,
  - during the competition, ensure that all events are carried out according to the Permanent Regulations,
  - assist the DoC and his COs,
  - adjudicate on any disputes or protests; in case of an equally divided vote in the TJ, the TD, as Head of the TJ, has the casting vote.
  - at the end of the competition, check and approve the final results
- A11.e. If appointed members of the TJ are not appearing at the competition, their country must present a qualified substitute at the **Milcomp Opening Meeting** (see section A18).
- A11.f. The TJ shall be accommodated by the hosting country separately from their country's MilComp delegation.
- A11.g. The MILCOMP executives (Chair, Secretary and TD) can co-opt additional assistants, according to the same standards as required for elected TJ members should there be a requirement due to unforeseen circumstances prior the start of the competition. These members will however have no voting rights during any hearings or appeals.

## A12. DIRECTOR OF COMPETITION

- A12.a. The **Director of Competition (DoC)** must be an officer from the organising country, well experienced in these special competitions. He is the main responsible for the planning and execution of the military competition. It is recommended that the organising countries nominate a DoC in due time to attend at least one earlier competition incl. 2 MWM's of the MILCOMP Committee.
- A12.b. The DoC and his Controlling Officers (CO) are the only authorised persons to hand out information about events, especially concerning the Military Orientation March. The distribution of this information to the different nations will be done by the DoC via the MILCOMP Chair.
- A12.c. During the competition the TJ will assist the DoC and his COs.



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- A12.d. In case special conditions arise, the DoC must consult the TJ. Such special conditions could include:
- Conditions forcing the organising country to change competition elements;
  - Conditions involving interrogation of competitors in relation to possible fraud in the competition.
- A12.e. In case disputable issues arise during the execution of the single contests and events, the DoC's staff, must consult at least one TJ member. Such issues may include:
- Issues on correct dress;
  - Issues on penalties;
  - Issues on denial of start for a specific event
- A12.f. In case complaints or protests are brought up by a team or an individual to a member of the staff of the organizing country, the addressed staff member must inform immediately a TJ member.

### **A13. DEMONSTRATION AND PRACTICE FOR THE COMPETITION**

The organising country shall:

- A13.a. Arrange demonstrations, if necessary, and practice in all single contests according to the regulations: Shooting, Land Obstacle Course, Utility Swimming, Military Orientation March, Hand Grenade Throwing, Map Reading and Range Estimation.
- A13.b. Prepare and execute specific practice events under the actual conditions in which the contests will be executed (e.g. in Shooting the time of at least one practice is to be approximately the same time as for the actual contest, etc.).
- A13.c. Assure that each country be allotted the necessary time for practice. Usage of time for free practice will be at the discretion of their HoD.
- A13.d. Give notice of special regulations

### **A14. COMPETITION**

- A14.a. The competition shall consist of 3 main events to be executed during three days in the following sequence:
- Shooting (pistol and rifle, each precision and rapid fire),
  - Land Obstacle Course (LOC) and Utility Swimming (USC),
  - Military Orientation March (MOM) and associated contests (Range Estimation RE, Map Reading MR, Hand Grenade Throwing HG).
- A14.b. The DoC and his staff (Controlling Officers CO, Range Officers RO, Line Judges LJ, controllers), the Chair of MILCOMP, the TJ, and the Liaison Officers (all identified by a band on the arm, a colored vest or similar and an ID card supplied by the host nation) are the only persons allowed inside the marked competition areas during the events. If any member of a delegation other than stated above is found inside the marked competition area during an event, the team of that country that is competing at that moment may be disqualified.
- Exceptions:
- During demonstrations and practice exercises;
  - In the LOC and USC area during the contest, one coach is allowed to follow his team beside the track;
  - Photographers (members of the delegation or the host country) to a limited number, after approval by the DoC and when clearly recognisable as such (e.g. by armband).

### **A15. MEDICAL CARE AND MEDICAL CHANGE**

- A15.a. A Medical doctor in charge, or a medical officer representing him, must be present at the places where the practice and contests are held. Regarding the MOM, he should be present at the starting point.
- A15.b. The Medical doctor in charge may recommend the substitution of a competitor who is unable to continue the competition due to sudden illness or injury sustained after he begins the first event. A report from the Medical doctor must be submitted immediately following the disabling incident to the DoC and the TJ. The TJ will make final authorisation for substitution.

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A15.c. A competitor should not be entered in the Shooting Contest if he has a present or old injury which may prevent him from being able to complete the subsequent obstacle run or swimming contest.

## A16. POINTS

A16.a. Competition points will be awarded according to the equivalence tables for the specific events as listed in the respective sections of the Permanent Regulations.

A16.b. Should 2 or more teams obtain the same number of points in the final score, the priority of events is as follows:

- Military Orientation March with associated events;
- Shooting;
- Land Obstacle Course and Utility Swimming.

## A17. PENALTIES AND DISQUALIFICATION

A17.a. Any deliberate violation of any rule to influence the result of an event or the competition, including offences against the spirit of the competition, may be penalised by the TJ by not receiving any points for the specific event or even by being disqualified from the competition.

A17.b. If a team unintentionally breaks a rule and benefits from it, the team will be penalised for the event concerned by receiving only half the number of points that it would have gained.

## A18. MEETINGS

A18.a. A **Joint Meeting** will be two days before the start of any practice there between the DoC and his/her staff and the MILCOMP Chair, Secretary, TD/TJ in order to clarify any remaining topics and confirm final competition preparations.

A18.b. A **Milcomp Opening Meeting**, conducted by the DoC with the assistance of the Chair of MILCOMP, will be held the day before the start of any practice. TJ Members, HoDs, TCs and Coaches (as consultants only) are to be present at the meeting. If any matter arises that has to be voted on by the plenum, each country is authorised one vote.

A18.c. Agenda of the **Milcomp Opening Meeting**:

- Opening address by the MILCOMP Chair.
- Briefing by the DOC and introduction of the Controlling officers for the various events;
- Composition of teams is made known by participating countries at the very latest at this meeting, before the drawing of lots;
- Drawing of lots for the starting order according to section A19;
- The countries who have not presented their official certification letter pertaining to reserve status of their participants according to Section A8b(2) must do so at this meeting;
- Confirmation/reminding of Regulations, execution of all events and special conditions.

The starting numbers for the competitors will be provided by the organizing country and will be handed out to delegations after the **Milcomp Opening Meeting**. Water- and tear-resistant material shall be used to ensure durability throughout the entire competition.

A18.d. **Technical Meetings** will be held before each day of practice or competition to review the past day, address the next day and discuss any urgent matters. At least one party of each participating nation, HoDs, TCs or their delegates shall be present. Coaches for the next day's event may participate as consultants. The Technical Meeting will be conducted by the Chair of MILCOMP with the assistance of the TJ. If arising matters will require a show of hands, each country has only one vote.

A18.e. A **Final Meeting** for all HoDs has to be arranged for after the last event. - Any prior protest (cf. sec. A21) will have been decided upon by the TJ and handed over to the respective HoD by then. The results of the competition shall be made available to all HoDs prior to this meeting. The Chair of MILCOMP will head the meeting. At this meeting the results of the competition shall be accepted by the HoDs. Any pending appeals will be dealt with in this meeting by the Appeal Jury according to section A22. After this meeting, the results are final.

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## A19. DRAWING OF LOTS FOR THE STARTING ORDER

The starting order of the competing teams is determined by:

- The lot number drawn for each country during the **Milcomp Opening Meeting**.
- The basic table (displayed below), providing for each country the number of teams per starting group as a function of the total number of teams fielded by the country

BASIC TABLE								
Number of teams registered by each country	resulting Starting Group							
	1	2	3	4	5	6	7	8
1 team				x				
2 teams		x				x		
3 teams		x			x			x
4 teams	x		x		x		x	
5 teams	x			x	x		x	x
6 teams	x		x	x		x	x	x
7 teams	x	x	x		x	x	x	x
8 teams	x	x	x	x	x	x	x	x

The procedure is illustrated by an example with 11 participating countries and a total of 41 teams. The drawing of the lots for the countries gives the order as displayed in the table below:

Country	Lot number	Number of registered teams	resulting Starting group
<b>BEL</b>	No. 1	2	2, 6
<b>ITA</b>	No. 2	1	4
<b>DNK</b>	No. 3	4	1, 3, 5, 7
<b>FRA</b>	No. 4	6	1, 3, 4, 6, 7, 8
<b>USA</b>	No. 5	8	1, 2, 3, 4, 5, 6, 7, 8
<b>GBR</b>	No. 6	4	1, 3, 5, 7
<b>DEU</b>	No. 7	5	1, 4, 5, 7, 8
<b>NOR</b>	No. 8	2	2, 6
<b>CAN</b>	No. 9	6	1, 3, 4, 6, 7, 8
<b>GRC</b>	No. 10	1	4
<b>NLD</b>	No. 11	2	2, 6

The starting order follows from the basic table and the lot numbers:

Starting Group	BEL	ITA	DNK	FRA	USA	GBR	DEU	NOR	CAN	GRC	NLD
1			1	2	3	4	5		6		
2	7				8			9			10
3			11	12	13	14			15		
4		16			18		19		20	21	
5			22		23	24	25				
6	26			27	28			29	30		31
7			32	33	34	35	36		37		
8				38	39		40		41		

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## A20. FINAL COMPOSITION OF TEAMS

- A20.a. After the above **Milcomp Opening** Meeting the composition of the teams is final.
- A20.b. The teams remain unchanged for the entire competition unless the TJ authorises the substitution of a competitor because of medical reasons. (cf. section A15)
- A20.c. If a member of a national team becomes injured, he/she may be substituted by a fellow countryman from an International Team. However, the points achieved by the original member and the substitute of either team, will be kept for those events already completed, i.e. rifle, pistol, obstacles, etc for the respective teams.
- A20.d. International teams, after filling up the respective national team with one of the Intl. Team member, may be allowed to continue the competition and **their scoring will be recorded. However, they will not be included in final ranking. Section A23d applies though.**

## A21. PROTEST PROCEDURE

- A21.a. Any protest must at first be given verbally to a TJ member not later than at the end of the event or contest concerned. It must then be confirmed in writing – reviewed and signed by the HoD or the TC of the protesting country - to the TJ not later than 2 hours after the last competitor of the team finished the event or contest and has been given their score. In an International Team, the protesting member is to comply with the same ruling as above.
- A21.b. The TJ studies and adjudicates the protest submitted. In case of a tie, the Chair of the TJ, the TD, has the casting vote. The decision is to be given in writing to the HoD or the TC or the protesting International Team member concerned, who either accepts it by signing or brings it to the Chair of MILCOMP in order to start the appeal process. This must be done within a 2 hour period. To protect teams against arbitrary mistakes they shall on occasion be enabled to:
- Have a restart for that specific event, or
  - Accept an added time proposed by the TJ.
- A21.c. The protest form provided in Appendix 5 will be utilised to submit and document any protests from competitors, teams or delegations. Jury members will hold the protest forms.
- A22.d. Rectifying of errors due to miscalculations by any of the organizational staff, the TJ or the employed scoring systems does not require a formal protest but shall be brought up to the TJ by the TC or the concerned team member at any time.

## A22. THE APPEAL JURY

- A22.a. A team not accepting the TJ's decision on their submitted protest may bring it within 2 hours after notification by the TJ to the Chair of MILCOMP in order to start the appeal process.
- A22.b. The Appeal Jury is formed by all HoDs or their delegates, not being members of the TJ, excluding the appealing party(s). To this end the HoDs shall be available during the competition. During the meeting the TJ may be present, but as technical advisers only.
- A22.c. The appealing party(s) may present their case to the Appeal Jury, but have no vote.
- A22.d. The TJ may as well bring matters on their behalf to the Appeal Jury. Any nation's representatives concerned with these matters, may be heard by the Appeal Jury.
- A22.e. The Chair of the Appeal Jury is the Chair of MILCOMP. In case of ties he has the casting vote.
- A22.f. The decision of the Appeal Jury is final and binding for:
- Protests given by any country finding the results or verdicts of the TJ unsatisfactory;
  - Matters submitted by the Technical Jury.

## A23. AWARDS

- A23.a. Overall Classification:
- the best 3 teams in the total amount of points for all the events.
- To receive an award in the Overall Classification the team must complete all events.

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A23.b. Sub-Classifications:

- the best 3 teams in each of the 5 categories:  
Novice, Experienced, Veteran, Female ,International

A23.c. Individual events:

- the best team in each of the 3 main events:
  - Shooting (combined),
  - Land Obstacle Course and Utility Swimming (combined),
  - Military Orientation March with associated contests.
- the 3 best individual shooters in the combined shooting

A23.d. Each competitor having won any of the above listed trophies, in a team or as an individual, shall be also given an individual award for the specific event won, e.g. in form of a medal.

A23.e. Competitors or teams who have won an individual event but for valid reasons are unable to continue may keep their awards.

A23.f. Disqualification from the competition will exclude any team or individual from awards in any classification.

A23.g. The Technical Jury, in conjunction with the host country, can elect, or not, to award a MILCOMP Trophy to a participating team or individual e.g. for outstanding fairness and comradeship.

A23.h. A souvenir may be given to each member of the delegations at the discretion of the organising country

A23.i. A certificate shall be presented to every member of the delegations attending the Military Competition. In order to reflect achievement, the top competitors in the General Classification will be awarded certificates as follows - measured by team position:

- Top 8% of all teams - a Gold certificate
- From 8% to 16% - a Silver certificate
- From 16% to 24% - a Bronze certificate

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## B. MILITARY SHOOTING CONTEST (MSC)



### B1. WEAPONS

B1.a. The organising country shall give all details about which weapons will be used for the shooting contest as well as a manual on each weapon for instruction, including sight adjustment procedures, at the MWM.

B1.b. Each particular weapon shall be test fired for accuracy.

B1.c. Competitors will be allocated their weapons in a random order. Randomness of the method of choice shall be ensured by the TD.

These weapons will be used by the competitors throughout the entire competition.

B1.d. As far as it is reasonably practical, weapons will be stored in a centralised armoury at all times, other than when on the ranges.

B1.e. The hosting nation must present a full briefing wrt the following aspects:

- The handling of the weapon, incl. sight adjustment
- Safety measures.
- How to handle malfunctions.
- Electronic target system interfaces, if any

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## B2. SHOOTING EVENTS, TARGETS AND SILHOUETTES

- B2.a. For both rifle and pistol the shooting events are:
- At least 1 unofficial practice for the purpose of zeroing weapons.
  - 1 official practice with starting order, lanes and time of day as in the actual contest.
  - The shooting contest.
- B2.b. At least one weapons technician for each type of weapon must be present at the firing ranges during all shooting events.
- B2.c. Extra spare weapons and magazines must be available on the range for replacement if required.
- B2.d. Patterns of targets, silhouettes and position of silhouettes, see Appendix 1A. In case magnifying optics are used for rifle shooting, the targets can be reduced with the same factor, subject of approval by the Technical Delegate.
- B2.e. The targets must be of good quality (specifically if rain or wet conditions are expected), or otherwise stiffed (e.g. pressboard) to allow the proof of individual holes, even in cases they are very close to each other or overlap. Alternatively, a second 'blind' target must be placed behind the targets, in order to verify the number of holes.

## B3. SHOOTING FORMULA AND POINTS

WEAPON	DISTANCE (meters)	TARGETS	TYPE OF FIRE	FORMULA	POSITION	SHOOTING POINTS
RIFLE	200	1 target no. 1	Trial	5 rounds in 5 min; visual inspection during or after trial (cf. sect. B5)	Lying; no part of the weapon touching ground or structure	None
	200	1 target no. 1	Precision	9 rounds in 5 min; no visual inspection		Max. 90 points
	200	1 target no. 3 and 2 targets no. 4	Rapid	9 rounds in 1 magazine in 1 min		9 points for each hit silhouette, +7 in / 3 outside circle of target no.4 +7 for hits in target no.3 Max. 90 points
PISTOL	25	1 target no. 2	Trial	5 rounds in 3 min, visual inspection during or after trial (cf. sect. B5)	Standing; no support, no contact to structure	None
	25	1 target no. 2	Precision	2 separate series (4 and 5 rounds) in 1 min each; no visual inspection		Max. 90 points
	25	1 target no. 3 and 2 targets no. 4	Rapid	9 rounds in 35 seconds; 2 magazines must be used, both must contain at least 2 rounds		9 points for each hit silhouette, +7 in / 3 outside circle of target no.4 +7 for hits in target no.3 Max. 90 points

Maximum shooting points:

- Rifle, 180 shooting points (precision 50%, rapid 50%).
- Pistol, 180 shooting points (precision 50%, rapid 50%).

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## B4. COMPETITION POINTS

B4.a. For the shooting event, competition points will be awarded according to the following equivalence table:

Shooting Points	Competition Points	Shooting Points	Competition Points	Shooting Points	Competition Points	Shooting Points	Competition Points	Shooting Points	Competition Points
180	590	156	470	132	350	108	230	84	110
179	585	155	465	131	345	107	225	83	105
178	580	154	460	130	340	106	220	82	100
177	575	153	455	129	335	105	215	81	95
176	570	152	450	128	330	104	210	80	90
175	565	151	445	127	325	103	205	79	85
174	560	150	440	126	320	102	200	78	80
173	555	149	435	125	315	101	195	77	75
172	550	148	430	124	310	100	190	76	70
171	545	147	425	123	305	99	185	75	65
170	540	146	420	122	300	98	180	74	60
169	535	145	415	121	295	97	175	73	55
168	530	144	410	120	290	96	170	72	50
167	525	143	405	119	285	95	165	71	45
166	520	142	400	118	280	94	160	70	40
165	515	141	395	117	275	93	155	69	35
164	510	140	390	116	270	92	150	68	30
163	505	139	385	115	265	91	145	67	25
162	500	138	380	114	260	90	140	66	20
161	495	137	375	113	255	89	135	65	15
160	490	136	370	112	250	88	130	64	10
159	485	135	365	111	245	87	125	63	5
158	480	134	360	110	240	86	120	62	0
157	475	133	355	109	235	85	115		

B4.b. The score of competition points of all three shooters will be added together to obtain the Team's Competition points for that particular weapon. This will be done for each weapon (rifle and pistol).

B4.c. 154 shooting points for each competitor with each weapon (combined precision and rapid shooting) will give the team 2760 competition points. 62 shooting points or less in the combined shooting on each weapon will give the competitor 0 competition points.

B4.d. The highest possible number of competition points for a team will be:  
(590 + 590 + 590) (Rifle) + (590 + 590 + 590) (Pistol) = 3540

**B4.3 The formula for the conversion between Shooting Points and Competition Points is as follows:**

$$\text{Competition Points} = (\text{Shooting Points} - 62) \times 5$$

## B5. MARKING

Unless an electronic target systems with a display for each shooter is used, the following will be applied:

B5.a. Rifle range: international disc marking for values 0-10 for the precision fire during practice and during the trial fire in the contest (see Appendix1B). Red plug marking with use of field glasses for rapid fire during practice. The red plug will be left on the target until the next round.

B5.b. Pistol range: marking at the discretion of the Range Officer.

## B6 DEMONSTRATION AND PRACTICE BEFORE THE SHOOTING CONTEST

B6.a. Explanation and demonstration on handling of the weapons, disc marking, signals, commands, etc. will be given before or on the first practice by the organizing country.



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- B6.b. One coach per team is allowed on the firing range during practice.
- B6.c. Practice time not less than 30 minutes per competitor will be allowed.
- B6.d. Ammunition: Unlimited if possible, but at least 40 rounds per unofficial practice and 23 for the official practice. Additional ammunition for extra shooting time in case of weapons failure to be provided by the organizing country.
- B6.e. Targets and silhouettes: As in the contests, and placed and positioned in the same way (see Appendix 1A). During practice color-matching target pasters may be applied, if an electronic target system is not used.
- B6.f. Unofficial practice:  
There will be at least one unofficial practice session.  
The unofficial practice days shall be used to zero the weapons thoroughly. Use of Unofficial practice time is at the choice of the competitor and the coach.
- B6.g. Official Practice:  
All competitors shall have zeroed their weapons during the unofficial practice day(s) before the official practice,  
The official practice will take place the day before the shooting contest. It will be used to demonstrate the way in which the range will be run during the contest, the commands, the timings etc.  
Starting order, lane numbers and the time of day will be exactly the same as in the actual contest.  
Teams or individuals who have not been able to zero their weapons during the unofficial practice day(s), and not by their own fault, will, be allocated extra range time on the official practice day in order that they may zero weapons and practice the shooting.

## **B7. DRESS**

- B7.a. The organising country will provide the competitors with a sufficient number of various sizes of helmets.
- B7.b. During shooting, competitors must wear combat dress with long-legged trousers and military belt, long sleeved combat jacket with ranks and collar (no turtle neck, stretch material, under armour, etc. alone), military socks, military boots and combat helmet. The helmet strap lock must be fastened during the shooting event. Any doubts about correct dress have to be addressed by the participating nations to the TD prior to the start of the competition.  
If the regulations of the host country specify such, shooters must wear non magnifying safety glasses.
- B7.c. The dress will be checked both before the shooting event and at the firing range. Non-adherence to the required dress might result in denial of start and/or 0 points for that event.
- B7.d. Military uniform of the country of origin must be worn by coaches and observers on the shooting range.

## **B8. EXECUTION OF THE SHOOTING CONTESTS**

- B8.a. The original transport sling for the rifle must be fastened to the rifle at least at one point. Competitors are allowed to use the transport sling as support in shooting with the rifle.
- B8.b. The rifle magazine or any other part of the rifle must not be in contact with the floor or on any other part of the shooting range.
- B8.c. A watch to adjust the firing time may be used during practice and the contest.
- B8.d. During pistol shooting, no support shall be used by the shooter or contact made with any part of the range. The pistol may be held in both hands.
- B8.e. Competitors will be warned by the Range Officers about the above stated during practice and only once during trial fire for the actual contest. Further non-adherence may result in reduction of points, even down to zero for the specific event.
- B8.f. Use of the following accessories is prohibited:
- Any external or internal padding,
  - Cap shades or long-peaked caps,



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- Eye shields,
- Special shooting glasses (Exception: Non magnifying safety glasses)
- Field glasses (except during rifle practice shooting and if red plug markings are used during rifle trial fire in the contest),
- Gloves
- Any other accessories not intended for general combat firing.

B8.g. Any mishandling of weapons and ammunition jeopardizing the safety on the shooting range will result in the competitor being banned from the ongoing event. The competitor may keep the results he obtained up to this point.

B8.h. The competitors and the personnel of the organising country are the only ones allowed being present at the stand or station during the shooting contests.

Exception: DoC, Chair of MILCOMP, TJ and Liaison officers (all identified by a band on the arm or similar).

B8.i. The competitors may not receive any help from people in- or outside the stand or station during the actual contests (otherwise the team risks receiving zero points for the specific event).

## B9. SHOOTING COMMANDS

See Appendix 8 and 9

## B10. FIRING EXECUTION

B10.a. Unless an electronic target system is used, new targets/silhouettes are to be placed for each competitor during the actual contest. The competitor must sign his targets/silhouettes and a sheet for the rapid fire scoring calculation, or a true to scale print-out in case of an electronic target system, immediately after his shooting.

B10.b. For safety reasons, each firer must shoot at his or her own targets. Cross-firing is forbidden. Any team found to have cross-fired will be reported to the DoC, and the team score for that event may be zero after consultation with the TJ.

B10.c. When an adjoining marksman has hit a target the benefit goes to the first marksman by subtracting the lowest hits down to the required number of impacts. For deliberate cross-firing see above.

B10.d. Ricochets will not be counted as valid hits.

B10.e. Shots fired before the starting signal will cancel the competitor's most valuable hits up to the number of shots fired illegally.

B10.f. The competitors have the right to continue firing until the end of the « cease fire » signal.

B10.g. Shots fired after the end of the « cease fire » signal will cancel the competitor's most valuable hits up to the number of shots fired illegally.

B10.h. After the firing, the weapons shall be unloaded and inspected by the Range Officer or his assistant.

## B11. FIRING MISHAPS

B11.a. If the weapon fails the competitor may raise his hand to call for the Range Officer (RO) and lay down his weapon without handling it in any way. The RO or the weapons technician will inspect the weapon and the ammunition.

If the shoot failed because of a malfunction of weapon, magazine or ammunition, the competitor will be granted extra shooting time or a re-shoot. In case of a reshoot, the re-shoot scoring will count for the competition regardless of the amount of points compared to the initial shooting.

When the mishap is caused by the competitor himself (incorrect insertion of magazine, non-loaded weapon, safety-catch on, wrong amount of rounds in magazine etc.) any loss of shooting time and/or rounds will not be credited for.

Hence upon jamming of the weapon it is the competitor's decision whether he signals a malfunction to the RO by raising his hand or if he tries to fix the jamming himself. Any time or rounds lost due the competitor having fixed the jamming himself, whatever the reason of it, will not be credited for.

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However, if the competitor at first tries to fix the failure by his trained drills, he may still signal a malfunction to RO once the weapon fails again for the same reason. The above distinction for cause and effect apply accordingly.

cf. See Appendix 1c for clarification.

B11.b. Picking up ejected life rounds and/or inserting remaining rounds into a magazine for the next shooting series is not allowed. Ejected life rounds will be inspected by the RO or weapons technician for weapon failure.

## B12. PRIORITY OF POINTS

In case of equal total number of points:

1. Priority to pistol precision total.
2. If the tie remains then, the total of the rifle precision will break the tie.
3. If the tie remains unbroken, the total of pistol rapid fire will be used.
4. If the tie is still unbroken, the rapid-fire aggregate for rifle will be used.
5. In the event the tie remains, the greater number of 10's in the pistol precision phase will determine the victor.
6. If the score remains tied, continue the procedure through to the lowest scoring value.

## B13. MEASURING EQUIPMENT

The Range Officer must have available at the firing range technical equipment for measuring the hits on the targets/silhouettes when doubts may arise.

# C. LAND OBSTACLE COURSE CONTEST (LOC)



## C1. OBSTACLE COURSE

This course is the same as for CISM and consists of 20 different obstacles on a 500 m long track.

The course will have at least two lanes.

Of the obstacles, which can be engaged by one competitor at the time, there shall be at least two present.

- Plan of course, see Appendix 2A.
- Sketches, description and requirements for crossing, see Appendix 2B.

## C2. TIME / POINTS

A time of 3 minutes and 05 seconds gives 1650 points. Every second (0.1 second) over (under) this time gives 12 points (1.2 point) less (more) down to 0 points. **A run time of 5 min 22 sec or more in the LOC event will give the team 0 Competition Points.**

(Special regulations for Female Competitors see Appendix 2B, Obstacle 12, "Crossing")

Time	Points	Time	Points	Time	Points	Time	Points
2:40	1950	3:10	1590	3:40	1230	4:10	870
2:45	1890	3:15	1530	3:45	1170	4:15	810
2:50	1830	3:20	1470	3:50	1110	4:20	750
2:55	1770	3:25	1410	3:55	1050	4:25	690
3:00	1710	3:30	1350	4:00	990	4:30	630
<b>3:05</b>	<b>1650</b>	3:35	1290	4:05	930	4:35	570

The formula for the conversion between run time and Competition Points is as follows:

$$\text{Competition Points} = (185 - [\text{run time in sec}]) \times 12 + 1650$$

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### C3. DRESS

Combat-dress with long-legged trousers and long sleeved combat jacket with ranks and collar (no turtle neck, stretch material, under armour, etc. alone), no headgear, no gloves, no padding; belt, footwear and socks at competitor's choice (see Appendix 6A; nailed shoes prohibited). Dress will be checked before the start. Failing to comply might result in denial of start and 0 points for that event. Any doubts about correct dress have to be addressed by the participating nations to the TD prior to the start of the competition

### C4. DEMONSTRATION / PRACTICE

There will be at least one free practice session before the actual contest. If necessary, demonstration will be given in the methods of crossing the obstacles before the practice starts.

### C5. STARTING ORDERS

"Long whistle blast"(hereby, the team steps up to the starting line)

"On your marks" (the team takes their starting position, and freezes)

"Go" (by pistol shot or short whistle blast).

### C6. LOC CONTEST

- C6.a. The 3 members of the team start together; they must not cross over the track side lines and may help each other at their own choice. However, if a team-member crosses an obstacle and returns to help his/her team-mate(s), he/she must re-engage the obstacle to continue the course (with exception of obstacle Nr. 15). It is not necessary to negotiate the obstacle or stay inside the track while returning to help a teammate. If present, a traced line between the lanes on the track may be crossed by the competitors at any time.
- C6.b. Should a competitor step across the track's side line, the Line Judge (LJ) must indicate that such a mistake was made with a red flag and a whistle blast, and the competitor must return to the point where the infraction occurred as indicated by the LJ and continue the race from there.
- C6.c. If an obstacle has been crossed in an incorrect way the LJ for that obstacle will raise a red flag, give a whistle blast and order the competitor to repeat the crossing in a correct way.
- C6.d. No part of any supporting structure may be used for taking support by competitors or competitors helping team members.
- C6.e. **If an obstacle has been crossed in an incorrect way, the competitor may retry to cross it another two times resulting in a total of 3 attempts, after which the competitor has to continue the run by bypassing the obstacle or abandon the course. In each case, the team will receive 0 points for the event.**
- C6.f. The time for the team will be stopped when the last team-member crosses the finish line.
- C6.g. A coach may follow his team beside the track for coaching only. Photographers (members of the delegations or the host country) may be allowed within the marked obstacle course area to a limited number, after approval by the DoC or TJ and when clearly recognisable as such (e.g. by vest or armband).
- C6.h. Female competitors see Appendix 2B, Obstacle 12, with specific reference to "Crossing"
- C6.i. If a team commits their first false start, a red flag will be raised and a long whistle blast sounded. The competitors will be directed to return to the starting line. If a team commits a second false start they will not start anymore and receive 0 points for the event.

## D. UTILITY SWIMMING CONTEST (USC)



### D1. SWIMMING COURSE

This course is the same as for CISM and consists of 4 obstacles on a lane 50 m long or two lanes of 25 m.

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- General sketch, obstacle characteristics and requirements for crossings, see Appendix 3A and 3B.
- The available width will be of standard Olympic pool swimming lanes, i.e. 2,5m ; in case of 2 adjacent lanes 2 meters width for each lane are acceptable
- In the case of two lanes of 25 meters turning shall be done by climbing out at the end of the first lane onto a platform and making a turn, and diving in again in the second lane. At least one foot must be placed on the return side marked by a dividing line on the platform. The turning platform takes the place of obstacle No.3 and must be constructed to conform to its height..

## D2. TIME / POINTS

A time of 44.0 seconds gives 1100 points. Every second (0.1 second) over (under) this time gives 27 points (2.7 points) less (more) down to 0 points. **A swim time of 1 min 25 sec or more in the USC will give the team 0 Competition Points.**

Time	Points	Time	Points	Time	Points	Time	Points
0:34	1370	<b>0:44</b>	<b>1100</b>	0:54	830	1:04	560
0:36	1316	0:46	1046	0:56	776	1:06	506
0:38	1262	0:48	992	0:58	722	1:08	452
0:40	1208	0:50	938	1:00	668	1:10	398
0:42	1154	0:52	884	1:02	614	1:12	344

The formula for the conversion between swim time and Competition Points is as follows:

$$\text{Competition Points} = (44 - [\text{swim time in sec}]) \times 27 + 1100$$

## D3. DRESS

- D3.a. Swimming costumes, to be supplied by the competitors.
- D3.b. Fatigue dress. The organisers will provide correctly fitting dress for each competitor during practice and just before the start.
- D3.c. Fatigue dress must be wetted before the start.
- D3.d. Sleeves and trousers may not be rolled up. Suitable length is considered to knuckle of wrist- and ankle joint.
- D3.e. Competitors may chose to wear any type of belt, or may chose not to wear a belt.
- D3.f. Goggles may not be worn. Swimming caps may be worn by female competitors, but not by male competitors.
- D3.g. Dress must be checked before the competitor is allowed to start.

## D4. DEMONSTRATION / PRACTICE

There will be at least one free practice session before the actual contest. If necessary, demonstration will be given in the methods of crossing the obstacles before the practice starts.

## D5. STARTING ORDERS

'Long whistle blast' (hereby, the team steps up on the starting blocs or to the edge of the pool)

"On your marks" (the team takes their starting position and comes to a complete standstill)

"Go" (by pistol shot or short whistle blast).

## D6. SWIMMING CONTEST

- D6.a. The 3 team members start together; they must keep inside the lane(s) and may help each other at their own choice. If a competitor crosses an obstacle and then backtracks to help a teammate, he must re-engage the obstacle for the second time. It is not necessary to negotiate the obstacle or stay inside the lane(s) while returning to help a teammate.
- D6.b. If an obstacle has been crossed in an incorrect way, or the floor of the swimming pool was touched, the LJ at the swimming event will indicate it with a red flag and a whistle blast, and a penalty of 15 seconds will

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be added to the time of the team.

- D6.c. No part of any supporting structure may be used for taking support. The LJ at the swimming contest will indicate such with a red flag and a whistle blast and a penalty of 15sec will be added to the team's time each time a member does so. Teams will be informed about their penalties immediately after exiting the pool.
- D6.d. Time for the team will be stopped when the last team-member reaches the finish line and touches it with at least one hand.
- D6.e. A competitor who has touched the finish line is allowed to help his other team members. When helping he may lose contact with the pool wall. He must, however, touch the wall again with at least one hand to have the time stopped.
- D6.f. The interval between the obstacle run and utility swimming shall be at least 45 minutes. If for practical reasons it must be longer, it should be as short as possible.
- D6.g. At the end of the swimming contest, upon leaving the pool and before the competitors go to the changing rooms, the dress will be checked. Any deliberate damage to the dress noted during this check will lead to the disqualification from the competition.
- D6.h. If a team commits their first false start, a red flag will be raised and a long whistle blast sounded. The competitors will be directed to return to the starting line. If a team commits a second false start they will not start anymore and receive 0 points for the event.
- D6.i. A coach may follow his team beside the swimming lane for coaching only

## E. MILITARY ORIENTEERING MARCH EVENT (MOM)



### E1. POINTS

A regular running time (finishing time) of 1 hour 40 minutes (100 minutes) will result in a score of 2750 points. For each minute (or fraction of a minute) a team is slower than 100 minutes, 12 points (or a fraction thereof) will be subtracted; for each minute (or a fraction of a minute) the team is quicker than 100 minutes, 12 points (or a fraction thereof) will be added. After a running time of 5 hours 29min and 10 sec points will be zero.

Time	Points	Time	Points	Time	Points	Time	Points
1:40	2750	2:30	2150	3:20	1550	4:10	950
1:50	2630	2:40	2030	3:30	1430	4:20	830
2:00	2510	2:50	1910	3:40	1310	4:30	710
2:10	2390	3:00	1790	3:50	1190	4:40	590
2:20	2270	3:10	1670	4:00	1070	4:50	470

The formula for the conversion between run time and Competition Points is as follows:

$$\text{Competition Points} = ( 100 - [\text{run time in min}] ) \times 12 + 2750$$

### E2. COURSE / TIME

- E2.a. The team, using military means of orientation such as topographical maps (scale 1:20,000, or 1:25,000 or 1:50,000) compasses etc. and in order of starting numbers (intervals 3 - 5 minutes between teams) must pass through a minimum of 10 check points marked with the international orange/white signs situated along the course. Other maps (as for example sketch maps and sports orienteering maps), aerial photographs and such tests as memory legs, pace and azimuth, rope bridges, assault boating, rowing, etc. are encouraged.
- E2.b. The run should be completed within the shortest possible time. The time will be taken from start to finish and it will include a Hand grenade (HG) Throwing Contest (see section H; to be executed within the time), a Map Reading (MR) and a Range Estimation (RE) contest (see sections F and G, resp., both to be executed outside the time and preferably before the start). The waiting time (shortest possible) at any place (fewest possible) will be deducted.
- E2.c. Each team is obliged to remain at the site of the RE and MR Contests for the limit of the allotted time.

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Each team may leave the site of the HG Throwing Contest as soon as it has finished throwing.

- E2.d. Estimated winning time for the Military Orientation March shall be 1 hour and 40 minutes. Length and degree of difficulty shall be adapted to this requirement.
- E2.e. The teams failing to pass through all checkpoints will be given 0 points.
- E2.f. For the Military Orientation March the area in general and the course in particular are absolutely secret for everybody, except two people: the DoC and the TD. Official Orienteering Practice should be organized in a similar terrain with the same type of maps. The orienteering maps should be new and not known to the host nation competitors.

### E3. DRESS

- E3.a. Competitors must wear combat dress with long-legged trousers with a military belt, long sleeved combat jacket with ranks and collar (no turtle neck, stretch material, under armour, etc. alone), military headgear (hat, beret or cap), military socks and military boots (See Appendix 6 B and 7) The team will wear their headgear and carry their weapons (one pistol and two rifles) as handed out by the host nation readily deployable at the start and finish line. Any doubts about correct dress have to be addressed by the participating nations to the TD prior to the start of the competition
- E3.b. Competitors may only use magnetic compasses of their own choice (360 degrees, 400 degrees, 6400 mils). No electronic devices which can be used for any navigational purposes are allowed.
- E3.c. Dress and weapon readiness will be checked before the start and finish. It is not allowed to wrap, tie up, cover or strip the weapons or anything similar.
- E3.d. Water bottles/bladders of any military kind may be carried. The competitor is allowed to wear them in any place on his or her body. There is no objection when the water bottle is serving the competitor as padding.
- E3.e. Competitor starting number must be worn by all competitors in such a way that it is always visible during the MOM.
- E3.f. Failing to comply with the above might result in denial of start and/or 0 points for that event.

### E4. MOM CONTEST

- E4.a. Two minutes before the start the team will be given:
  - A progression card, or device; if lost during the event, the team will get no points for the MOM, unless some form of official verification is made available to the TJ. The progression card should be printed on water-resistant paper like the map material used in the orienteering or be weather proofed by other means.
  - A sealed envelope with a detailed map on which the starting and finishing points will be indicated. The sealed envelope, which is for safety purposes, must be returned unopened upon finishing the MOM, or the team will get 0 points for the MOM.
- E4.b. At the time of the start, the team will receive information needed to reach the first checkpoint. **Unless otherwise stated by the given instructions along the course**, all members of the team must pass all checkpoints as **an intact team within 10 m from the CP** and in the given numerical order of CPs. However, if a checkpoint has been missed by a team (e.g. it has passed check point No. 6 and accidentally reached check point No.8), it may return to find the next prior check point (i.e. No. 7) and then continue the course to the next check point (i.e. No. 8). If a team has passed the finish line it cannot re-enter the course.
- E4.c. At each check point instructions only on how to reach the next checkpoint, or the next series of checkpoints, will be given and no other information. The instructions will be enclosed in a sealed envelope, where practical; the team-leader signs upon receipt. The instructions will only be handed over after all three team-members have checked in.
- E4.d. The check points may be given in one of the following ways:
  - A circle on the map, check point in the centre of the circle, and a short description attached as far as applicable.
  - Co-ordinates.
  - True bearing (in 360 degrees and 6400 mils) and distance measured on the map.
  - Routing (traced course).



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- Tracing paper (overlay).
- Arial photographs (vertical).
- Sketch of map (made by the team).

E4.e. If no electronic tracking means are being used for the MOM, all manned checkpoints must have a control stamp/pair of hole-tongues with different stamp/cut for each checkpoint. The controller must:

- Ensure that the check point has been reached in the correct sequence.
- Stamp/cut the progression card in the place numbered (the team, however, is responsible for the correct procedure).
- Write down on his list:
  - The number of the team.
  - The time of arrival and departure.
  - Any waiting time. (Example waiting for another team to cross a rope bridge)

E4.f. Unmanned and/or secret control points may be included on part of the track to check the teams' correct passing. Means of control (stamps, pincers, electronic blocks) shall be present at such points to mark the progression card.

E4.g. Ordinary military exercises should preferably be included in the orientation march (for example crossing water by boats, dinghies, ropes, wading, etc.)

E4.h. Communication, verbally, by signs or other means between teams and controllers or other personnel involved in the competition are prohibited but for giving necessary instructions. **However, help between teams in case of emergencies is authorized. Any possible disadvantages for the team helping another team in obvious need will be credited by the TJ. The assisted team will receive 0 pts for the event.**

Deliberate following is prohibited. Likewise, during the competition communication is forbidden between competitors who have finished and those who have not yet completed the MOM. The organising country is requested to place the start and finish separate from each other.

E4.i. When part of the course is leading along a marked track, the penalty for leaving this track will result in the team getting 0 points for the MOM event.

E4.j. Coaches, TC or any other member of the team's national delegation are not allowed on the orienteering course or within any marked areas. Failure to comply may result in that country's teams not receiving any points for the MOM.  
TC may be allowed to run the course of the MOM after the last teams, up to the discretion of the TJ.

E4.k. **Teams observed committing the following infractions, including but not limited to, shall be disqualified (cf. A17):**

- Leaving / abandoning a team
- Use of any electronic navigation device (e.g., GPS)
- Littering on course
- Non-assistance of person in danger
- Disobeying instructions from a race official
- Unauthorized use of a road or trail
- Accepting equipment from any source other than teammates or other racers during the event
- Non-emergency use of cell phone or radio
- Sabotage
- Removing or damaging a trail sign or marking

## E5. REFRESHMENTS

After the first half of the course, refreshments (soft drinks, water, etc.) will be provided at one or several checkpoints.

Under extreme weather conditions more refreshments points are encouraged.

## E6. FINISH

E6.a. At the finish the three members of the team must arrive together and may pass the finish line from any direction. The time will be stopped when the last team member passes the finish line.

E6.b. Time will not stop until the team complies with the following: Fully dressed as specified in section E3a and



weapons readily deployable at the finish line.

- E6.c. After having delivered the progression card or electronic dibbler no member of the team is allowed to re-enter the competition area for any reason, otherwise risking to be penalized with 0 points for the MOM.
- E6.d. After passing the finish line the teams shall obtain their results for the MOM, MR, RE and HG contest within 2h. A master score card for the MOM, the MR and the RE will be made available at the same time. After receiving the results, the team or their TC, shall ask for necessary rectifications due to miscalculations within 1h.

## E7. ABORTING DURING THE CONTEST

If a team has to abort for any reason or it has gone beyond the **maximum time set by the DoC and the TJ**, the team must proceed to the finish-point in the quickest possible way. Any sealed envelopes may then be opened to locate the finish-point.

## E8. SPECTATORS

- E8.a. Spectators may be present at the start and at the finish.
- E8.b. If spectators are to be allowed on the course, they must never be placed on or transported to a place where they may influence the event.

## F. RANGE ESTIMATION CONTEST (RE)



### F1. TIME SCHEDULE

The contest shall preferably be staged prior to the start of the orientation march, see also E2b and E2.c. The place as well as the five targets must be invisible from the map reading contest or waiting area. All maps are forbidden.

### F2. TIME/POINTS

- F2.a. Time: 5 minutes
- Two sets of targets will be included to meet changing weather conditions.
- F2.b. Points: A maximum of 56 points for each target can be obtained by reference to the following scale:

Deviation	Score
Between 0 and up to 10 %	56,0 points
Between 10 and up to 20 %	39,2 points
Between 20 and up to 30 %	22,4 points
Between 30 and up to 40 %	05,6 points
Over 40 %	00,0 points

### F3. DRESS

As for the MOM.

### F4. RE CONTEST

- F4.a. At a place behind the starting line from which the observation area cannot be seen, the controlling officer briefs the team and hands then the check-card for writing down the estimated straight-line distances in the order 1 to 5. When the team has given the ready signal, he starts the team with a whistle blast.
- F4.b. The team proceeds to the station, less than 30 m away from the starting line, where rifles or other means (demonstrated before), numbered 1 to 5, have been set up, aiming 5 objects placed at distances between 60 to 600 meters. The team has to estimate and record the distances.
- F4.c. Towards the end the controlling officer will give the following signals:



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- At 4 minutes and 30 seconds: "30 seconds left".
- At 4 minutes and 55 seconds: a whistle blast lasting 5 seconds.

The team may estimate/write till the end of the signal after which the check card will be taken away from them.

F4.d. It is forbidden to use any means of aid other than those provided.

## G. MAP READING CONTEST (MR)



### G1. TIME SCHEDULE

The contest shall preferably be staged after the range estimation contest and prior to the start of the orientation march, see also E2.b and E2.c.

### G2. TIME/POINTS

G2.a. Time: 15 minutes

Two sets of targets will be included to meet changing weather conditions.

G2.b. A maximum of 56 points for each target can be obtained by reference to the following scale:

Deviation	Score
Between 0 and up to 5 %	56,0 points
Between 5 and up to 10 %	44.8 points
Between 10 and up to 15 %	33.6Points
Between 15 and up to 20 %	22.4 points
Between 20 and up to 25 %	11.2 points
Over 25 %	00.0 Points

### G3. DRESS

As for the MOM.

### G4. MR CONTEST

- G4.a. At a place behind the starting line from which the observation area cannot be seen, the controlling officer briefs the team and hands over maps and equipment (see Section G4f) for marking the targets. When the team has given the ready signal, the controlling officer starts the team with a whistle blast. The team proceeds to the observation area.
- G4.b. From a point or a line marked on the map 5 targets (a house, a single tree, etc.), represented by conventional signs on the map, must be indicated on the map, defined by a drawing pin with a circle around it and the appropriate number. Cancellation of an indication must be marked with a cross.
- G4.c. Information about the targets will be given by using the line of sight of a rifle or preferably some other means not influencing the compass reading by magnetism, numbered as shown before the start. Also a sketch or photo with a specification/description of the target (house, group of trees, etc.) beneath or on top of the sketch or photo will be given.
- G4.d. Maximum distances: 3,000 m.
- G4.e. Competitors may use a magnetic compass and/or a planimeter but the use of any other aid is not allowed.
- G4.f. Each team will have at its disposal:
- 2 maps of 1 : 20,000, 1 : 25,000 and/or 1 : 50,000, one for trial (can be kept) and one for the competition,
  - One pencil, and



- Several drawing pins.
- G4.g. Teams will have 15 minutes (see Section G4i below, for exceptions). Controls must be taken in succession (cannot go back to a previous point if circumstances do not allow for this). Teams control their time at each point.
- G4.h. An official shall accompany each team, and give following signals:
- At 14 minutes and 30 seconds: "30 seconds left".
  - At 14 minutes and 50 seconds: "10 seconds left".
  - At 15 minutes the map will be taken away from the team.
- G4.i. If the total distance of the map-reading area from start to finish is 100 meters or less, the total time is 15 minutes. For each additional 100 meters, add one minute.

## **H. HAND GRENADE THROWING CONTEST (HG)**



### **H1. TIME SCHEDULE**

This contest shall be arranged during or at the end of the MOM and the time used to execute it will be included in the time of the MOM. It must have clearly indicated paths to channel the competitors in and out.

### **H2. POINTS**

A maximum of 280 points can be obtained as follows, 4 x 28 for the pit, 4x 14 for the circle and 4 x 28 for the window.

### **H3. DRESS**

As for the MOM.

### **H4. DEMONSTRATION / PRACTICE**

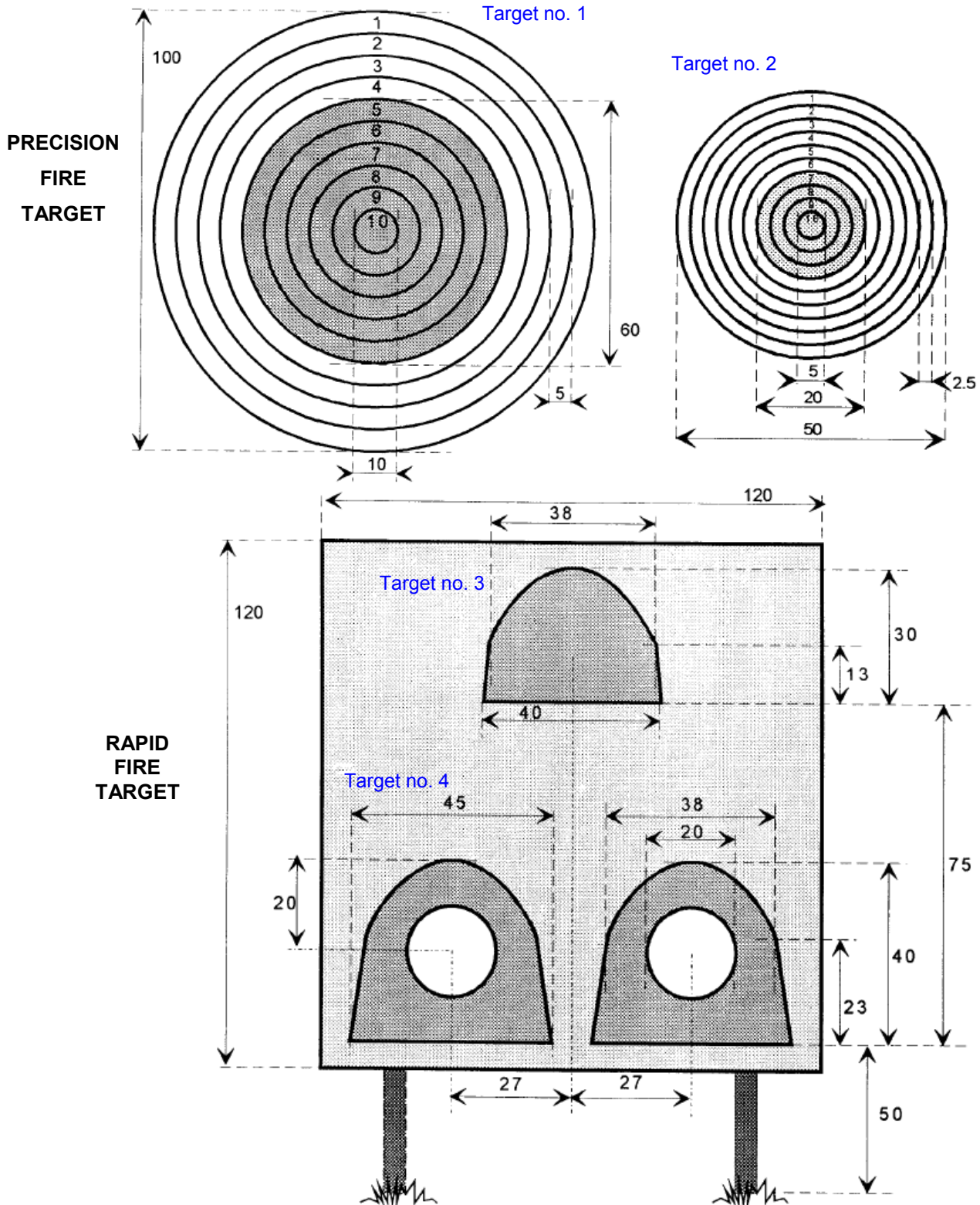
There will be free practice arranged at the discretion of the teams. If necessary, demonstration will be given.

### **H5. HG CONTEST**

- H5.a. Each competitor has to throw 4 grenades (weight 550 to 650 grams) at one particular target (3 targets, 3 competitors) from a line at 20 meters distance. The targets must be hit directly. First landing (ground contact) must be inside the target. For indication by Line Judges see Appendix 4B.
- H5.b. Hand grenade Targets, see Appendix 4A.



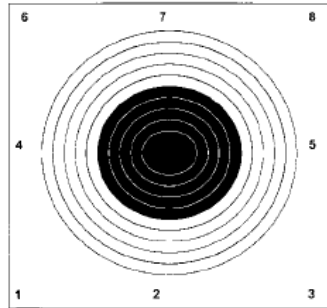
## APPENDIX 1 A: SHOOTING TARGETS AND SILHOUETTE



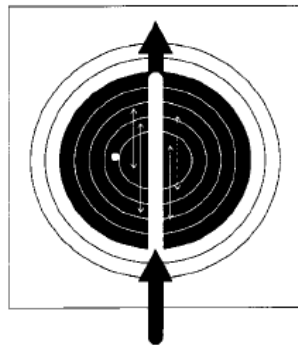


**APPENDIX 1 B: DISC MARKING**

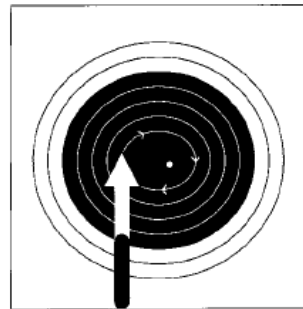
**Value of hit**



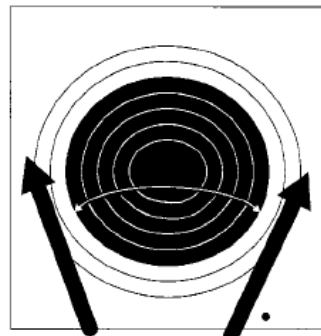
Values 1 to 8



Indication of a « 9 »

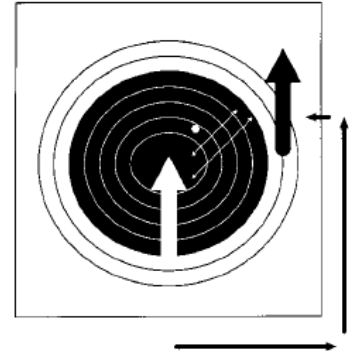


Indication of a « 10 »



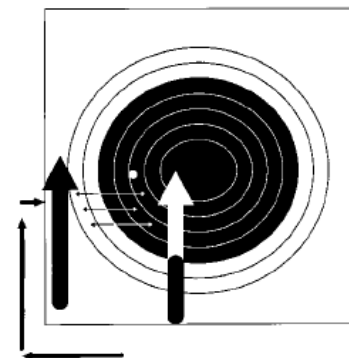
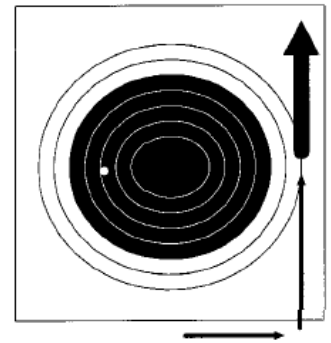
Indication of a « 0 »

**Position of hits**



Indication sequence

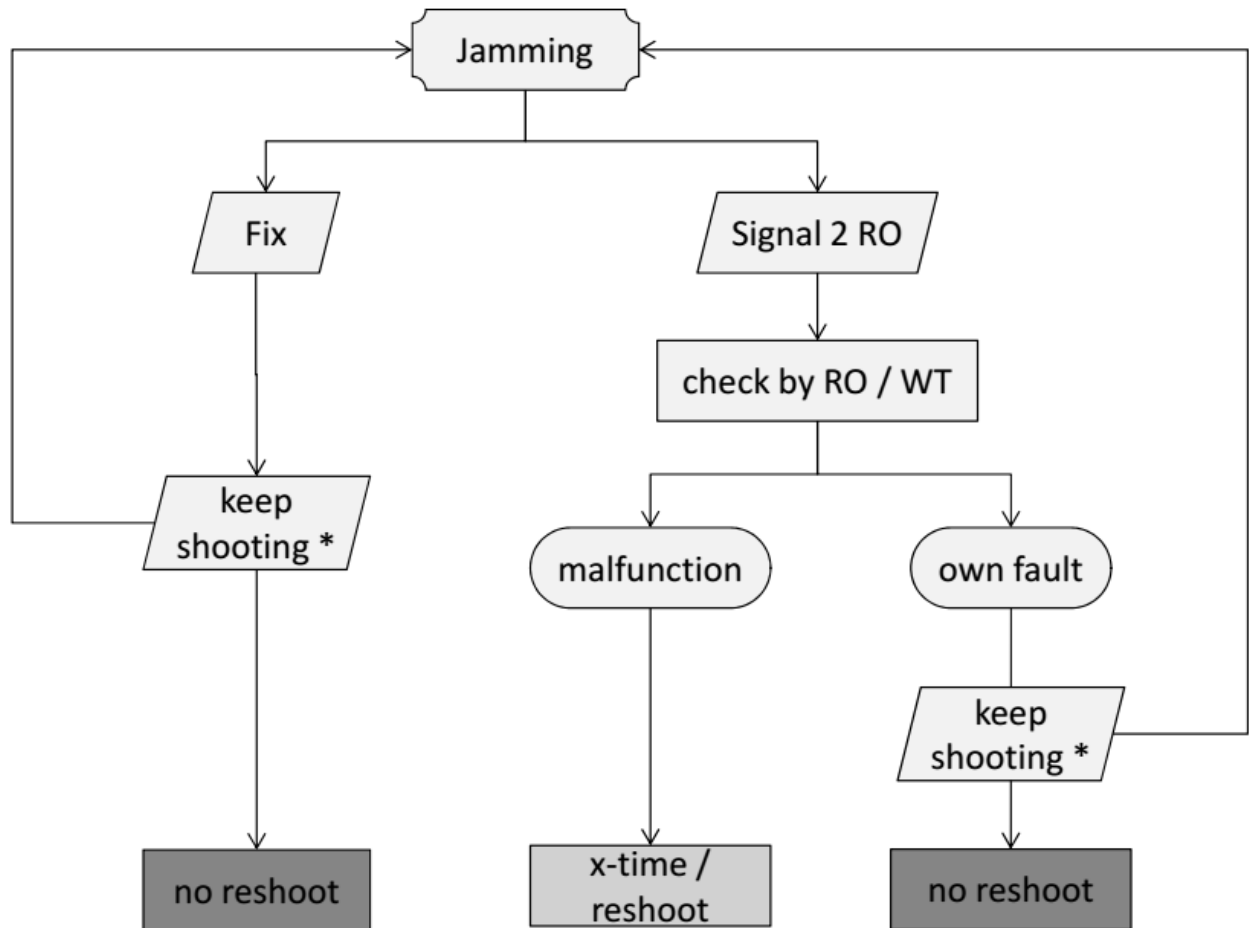
**Example of indication**



« 8 » at 0900 Hr



**APPENDIX 1 C: FIRING MISHAPS - Possible courses of action**

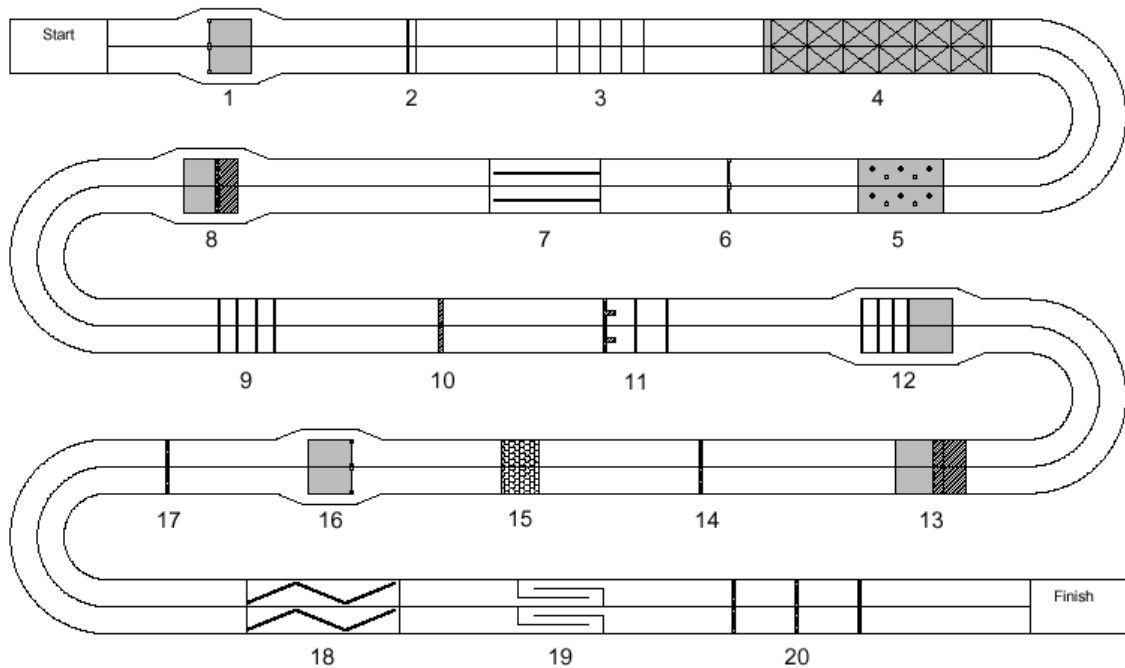


RO = Range Officer  
WT = Weapons Technician

\* within the remaining allotted time



## APPENDIX 2A: LAND OBSTACLE COURSE - LAYOUT



Detailed Land Obstacle Course layout (two lanes shown)

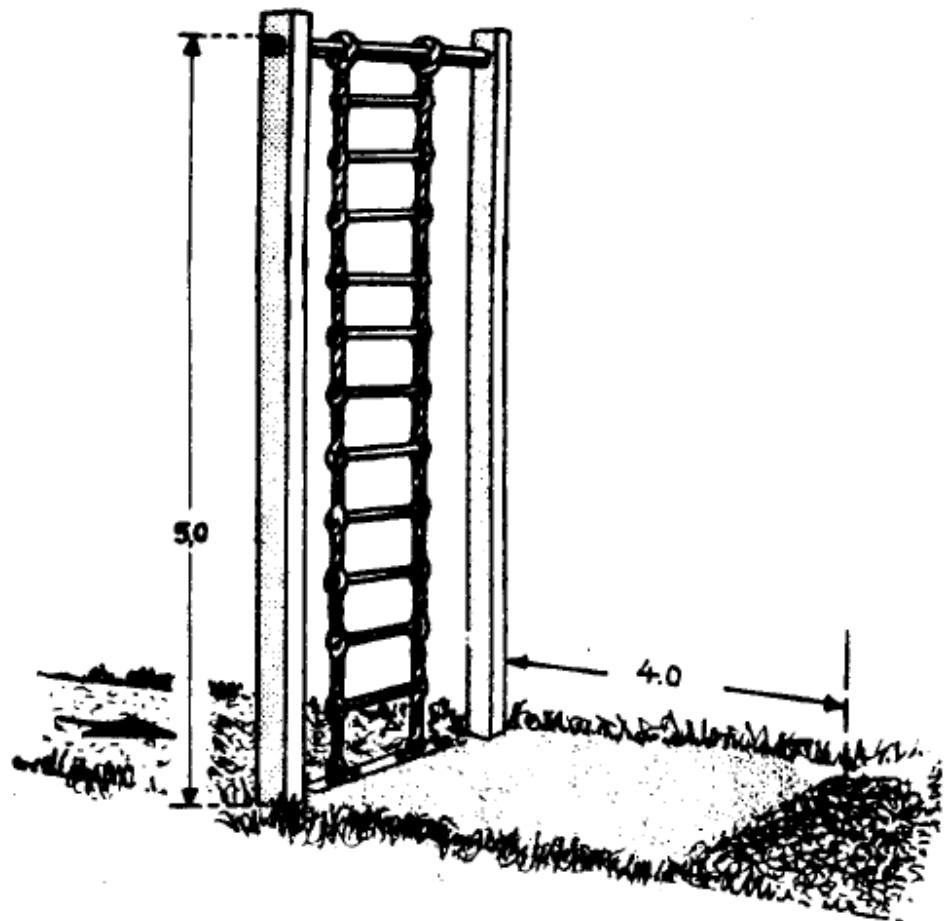
### Obstacle designations:

1. 1<sup>st</sup> Ladder (Rope Ladder)
2. Double Beam
3. Hurdles
4. Low Crawl
5. Elephant Steps
6. Gate (Swedish Rack)
7. Balance Beam
8. Assault Wall with Rope
9. Horizontal Beams (Over and Under)
10. Irish Table
11. Fox Hole
12. Giant Steps (Chicken Ladder)
13. Banquette and Pit
14. Low Wall
15. Bear Pit
16. 2<sup>nd</sup> Ladder
17. High Wall
18. 2<sup>nd</sup> Balance Beam (ZigZag)
19. Chicanes (Ticket Counter)
20. Three Assault Walls



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 1 – 1<sup>st</sup> LADDER (ROPE LADDER)



**Characteristics:** Fixed to the earth  
Height 5.00 m  
No. of steps 11  
Width 0.50 m  
Length of landing pit 4.00 m

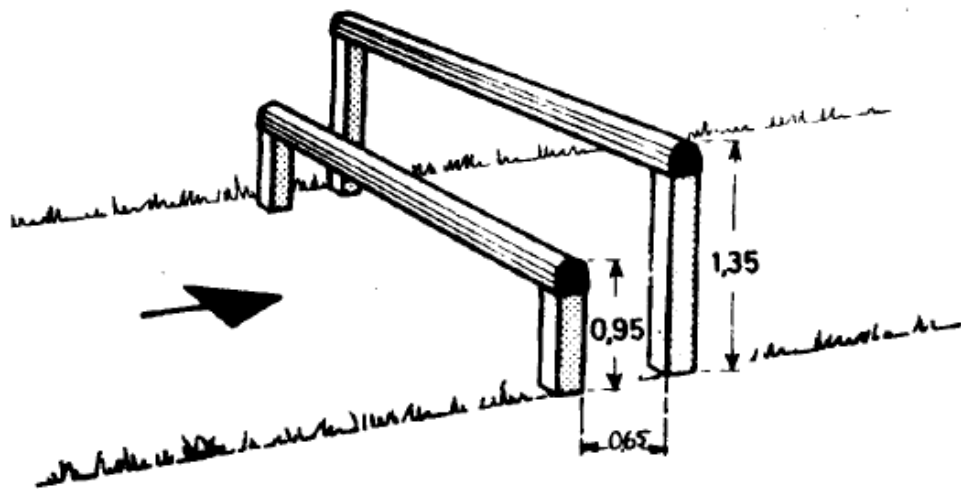
**Crossing:** Free style climb, cross over the cross-beam and descend or jump to the other side on the prepared earth. Do not use the uprights. To use means to take support.





## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 2 – DOUBLE BEAM



**Characteristics:** 1<sup>st</sup> beam height 0.95 m,  
2<sup>nd</sup> beam height 1.35 m.  
Distance between beams (horizontal plane) 0.65 m.

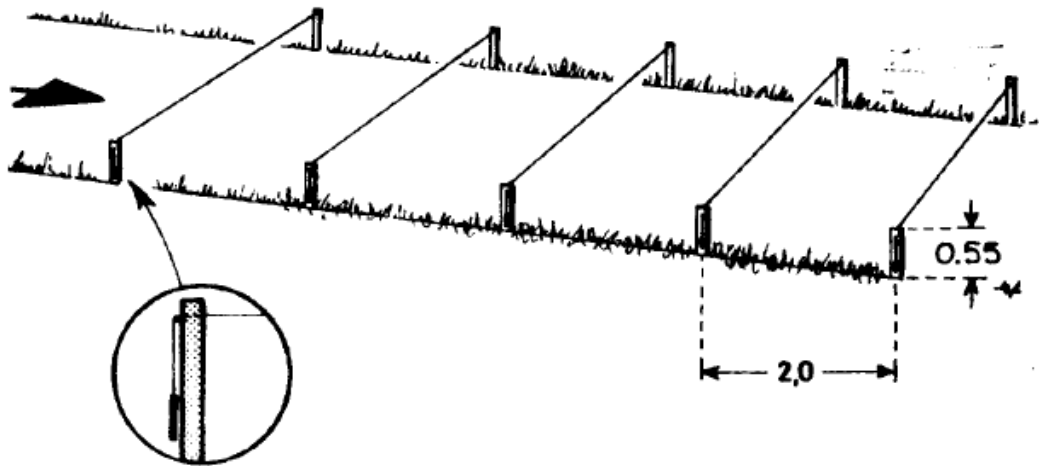
**Crossing:** Pass over the first beam, make contact with the earth on the other side, then pass over the second.





## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 3 – HURDLES: Network of wires



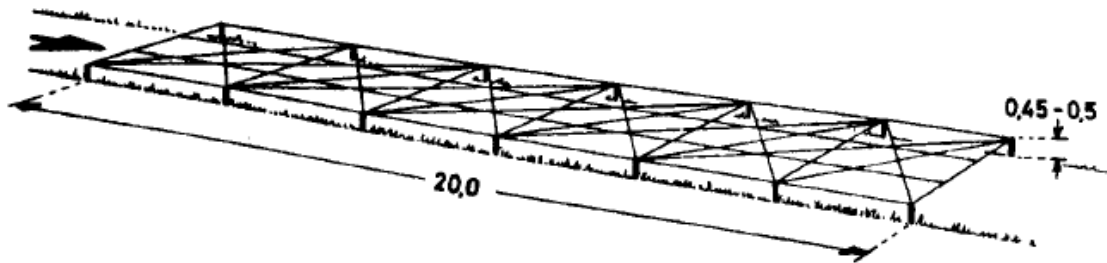
**Characteristics:** 5 smooth wires or elastic cords, coloured or marked to make them very visible, loosely fixed at 0.55 m height and 2.00 m distance.  
Diameter of wires: minimum 7 mm.

**Crossing:** Network of wires to be hurdled. Jump over each of 5 wires successively and in free style. Even if a competitor touches or breaks the wires the crossing is valid.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 4 – LOW CRAWL: Network to be crossed by crawling



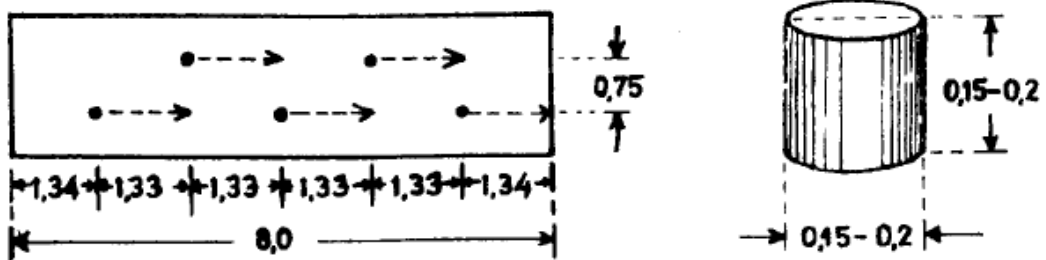
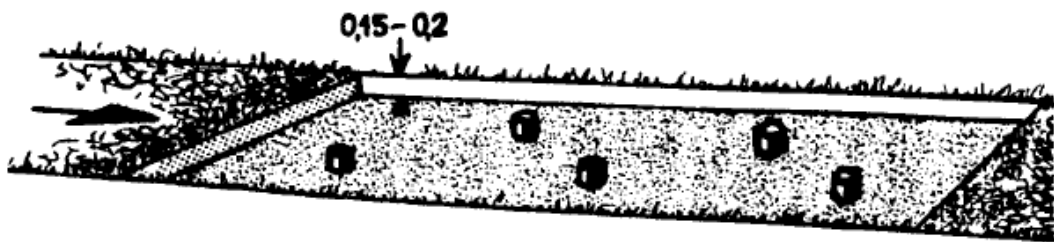
**Characteristics:** Length of network 20 m.  
Maximum height 0.45 - 0.50 m.  
The network must be fixed and be of non-stretchable material.

**Crossing:** Network must be crossed by crawling. Crawling style at the competitor's choice.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 5 –ELEPHANT STEPS (Ford Crossing)



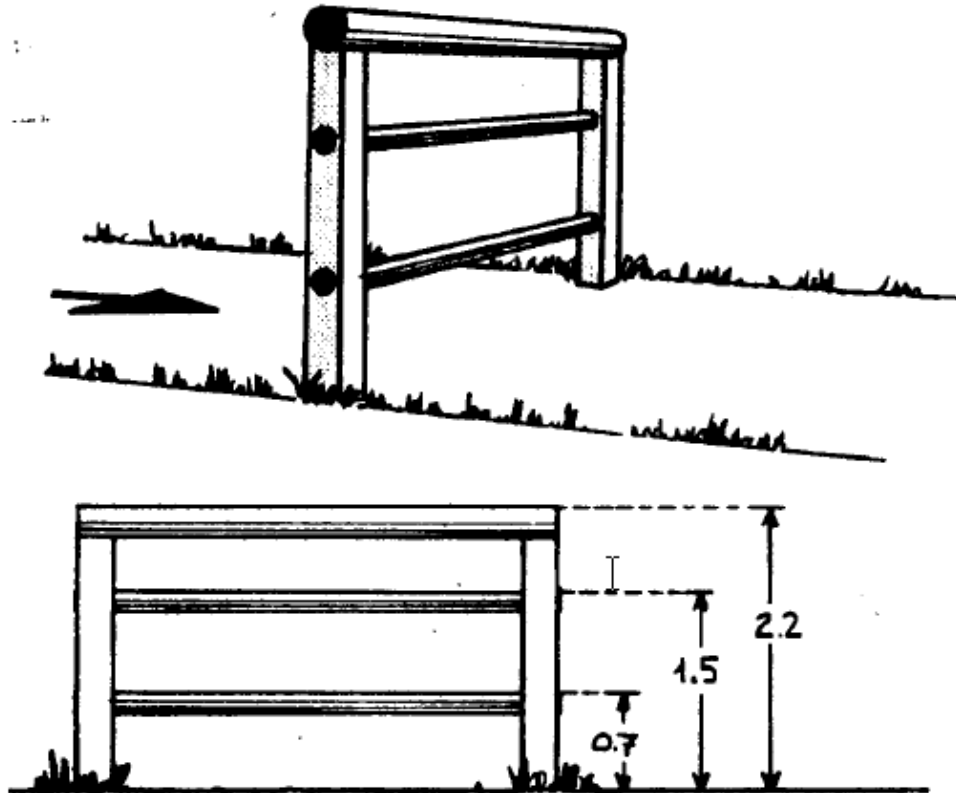
**Characteristics:** Height 0.15 - 0.20 m  
Diameter 0.15 - 0.20 m  
Length of the ford 8.00 m.

**Crossing:** It is forbidden to touch the ground between the pots in the space between the two lines limiting the ford. To "touch" means to take support. In the case of contact with the ground the competitor must recommence at the first line. There is no obligation to use all the pots.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 6 – GATE (SWEDISH RACK)



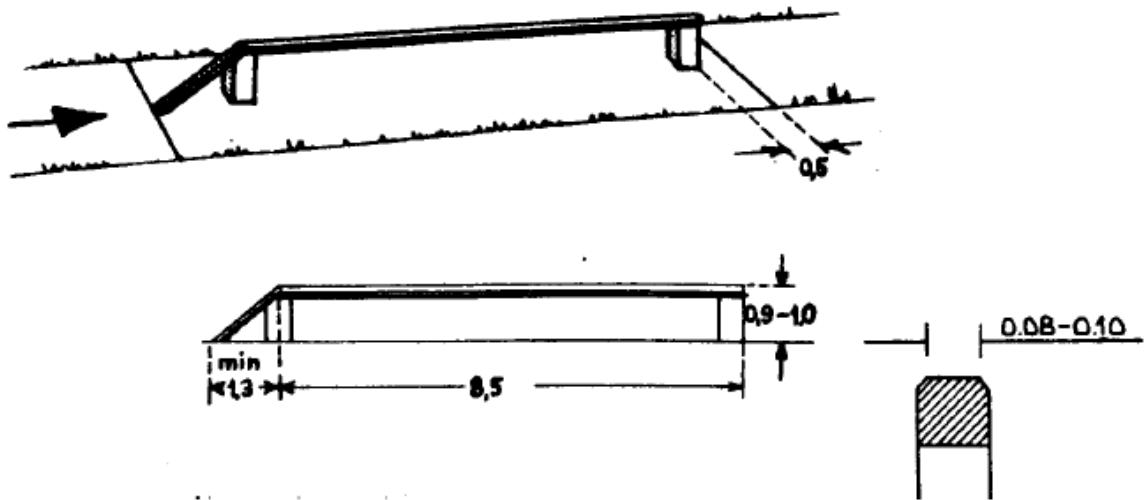
**Characteristics:** 3 Horizontal bars,  
highest bar height 2.20 m,  
second bar height 1.50 m,  
lowest bar height 0.70 m.

**Crossing:** All styles are permitted on condition that the highest beam is crossed.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 7 – BALANCE BEAM



**Characteristics:** Height 0.90 - 1.00 m  
Length 8.50 m  
Diameter 0.20 - 0.25 m  
The beam may be round.

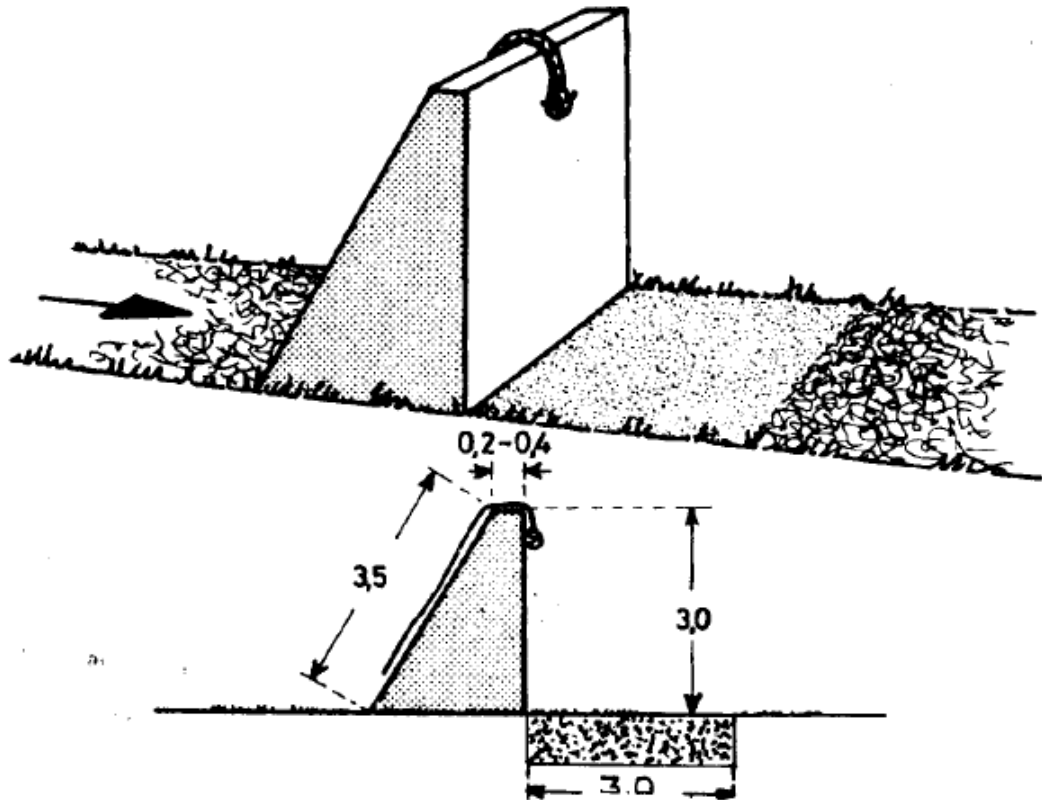
Two lines will mark the limits of the obstacle; one at the beginning of the inclined plane, the other at about 0.50 m beyond the end of the beam.

**Crossing:** Mount the beam by the inclined plane, or without help of it, and cross it. Then jump to the ground beyond of the traced line. Between the two traced lines all contact with the ground is considered a fault. The competitor must recommence from before the first line.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 8 – ASSAULT WALL WITH ROPE



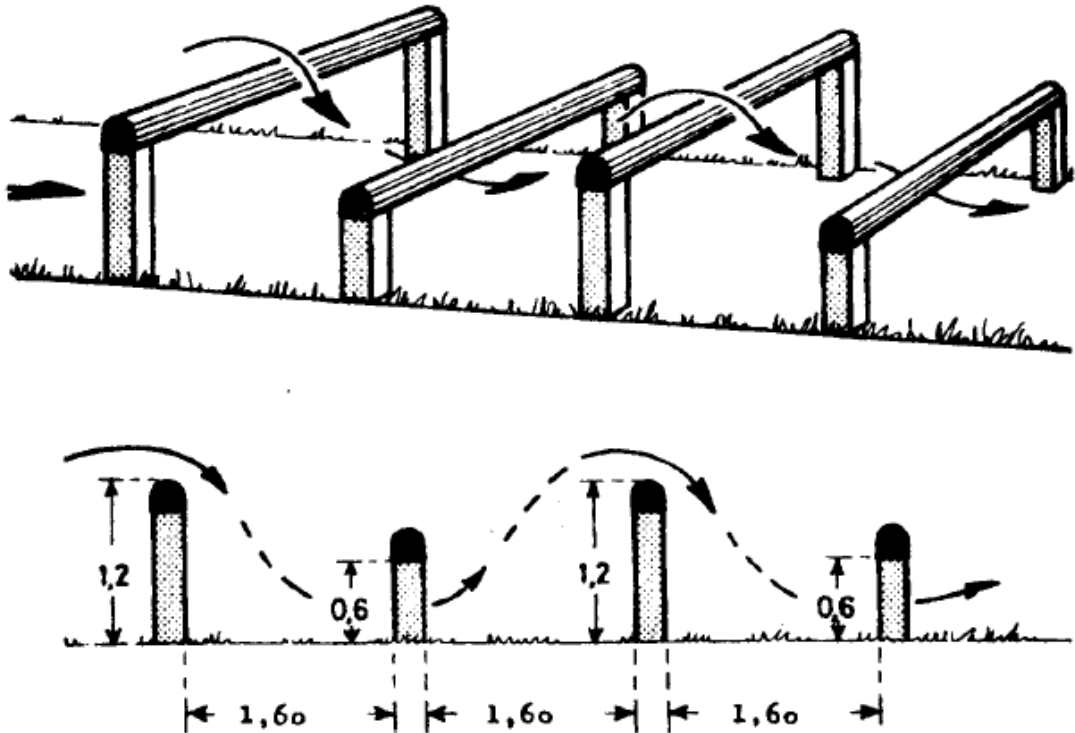
**Characteristics:** Height 3.50 m along a steeply inclined plane. Maximum jumping height 3.00 m.  
Rope length on sloped side approx.  $\frac{2}{3}$  of plane. If two or more lanes are present, the ropes shall be of equal length

**Crossing:** Free style climb with or without using the rope. Cross over the top and jump down on the prepared earth on the opposite side.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 9 – HORIZONTAL BEAMS (OVER AND UNDER)



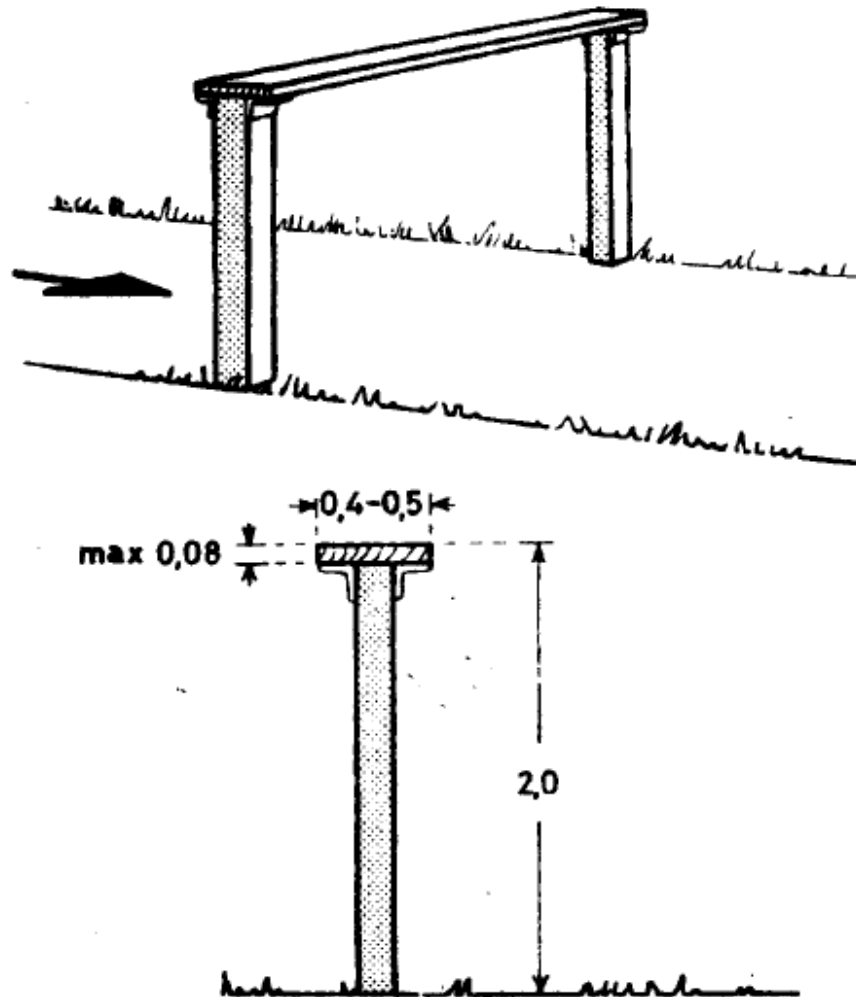
**Characteristics:** Respective height of the beams 1.20 - 0.60 - 1.20 - 0.60 m. Distance between the beams (horizontal plane) 1.60 m.

**Crossing:** Tackle the beams in the following order: Over - under - over - under in a style left to the competitor's choice.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 10 – IRISH TABLE



**Characteristics:** Height 2.00 m  
Width 0.40 - 0.50 m

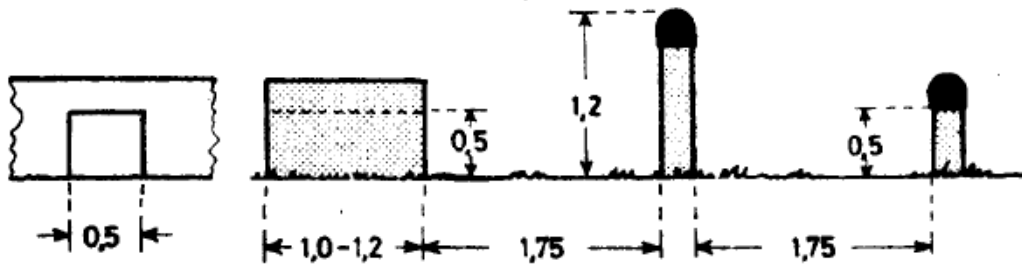
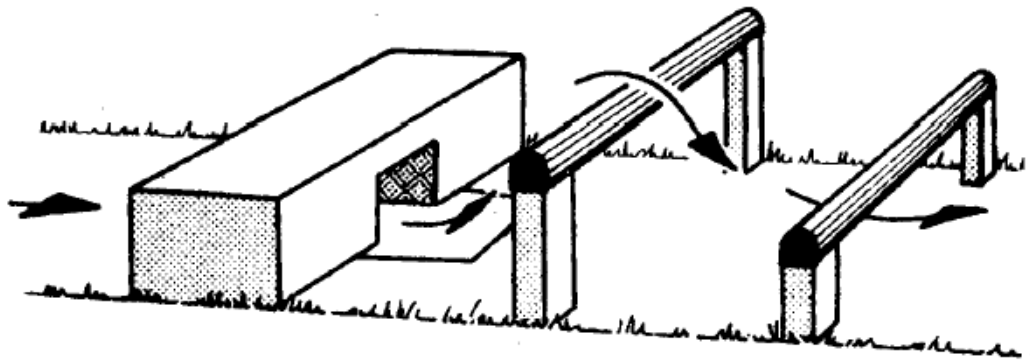
**Crossing:** All styles are permitted under the condition that the competitor does not use the uprights and passes over the obstacle in the course direction. To use means to take support.





## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 11 – FOX HOLE: tunnel and two beams

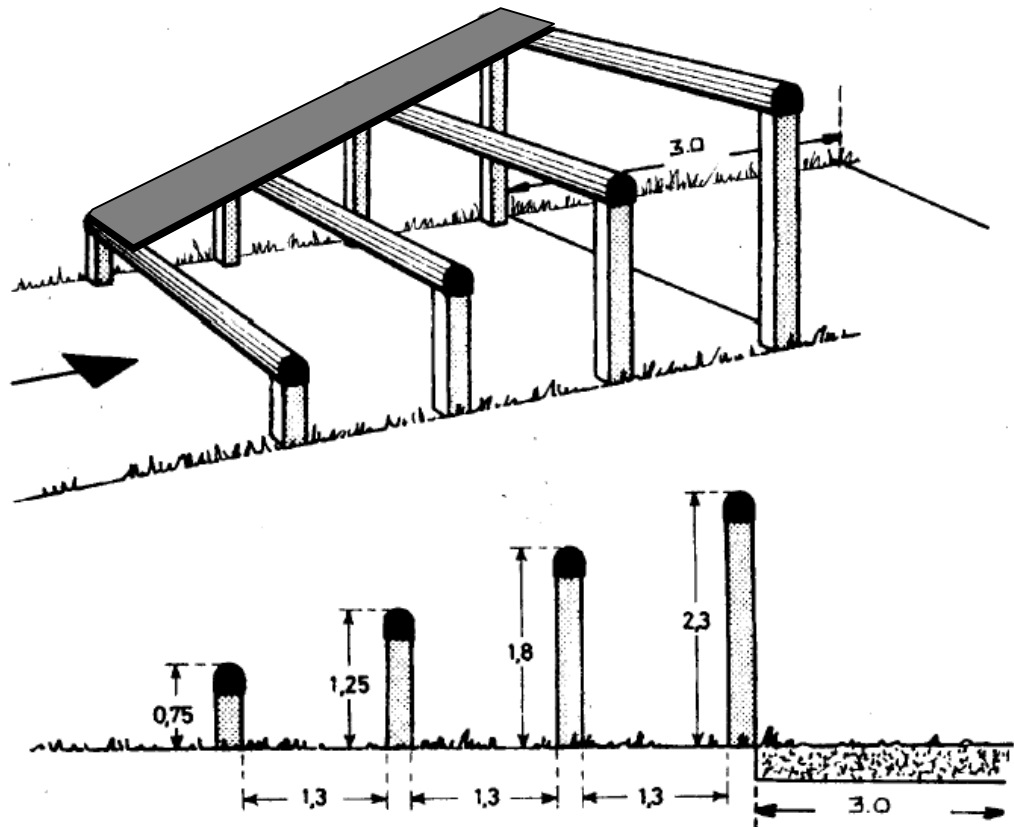


**Characteristics:** Tunnel of 0.50 m width and 1.10 m in length. Height of the beams: first 1.20 m, second 0.50 m. Distance between the various parts of the obstacle 1.75 m. It is permitted to prepare the surface of the tunnel in order to facilitate passing through.

**Crossing:** Tackle in the following order: Through, over, under.

## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 12 – GIANT STEPS (CHICKEN LADDER): Four steps of beams



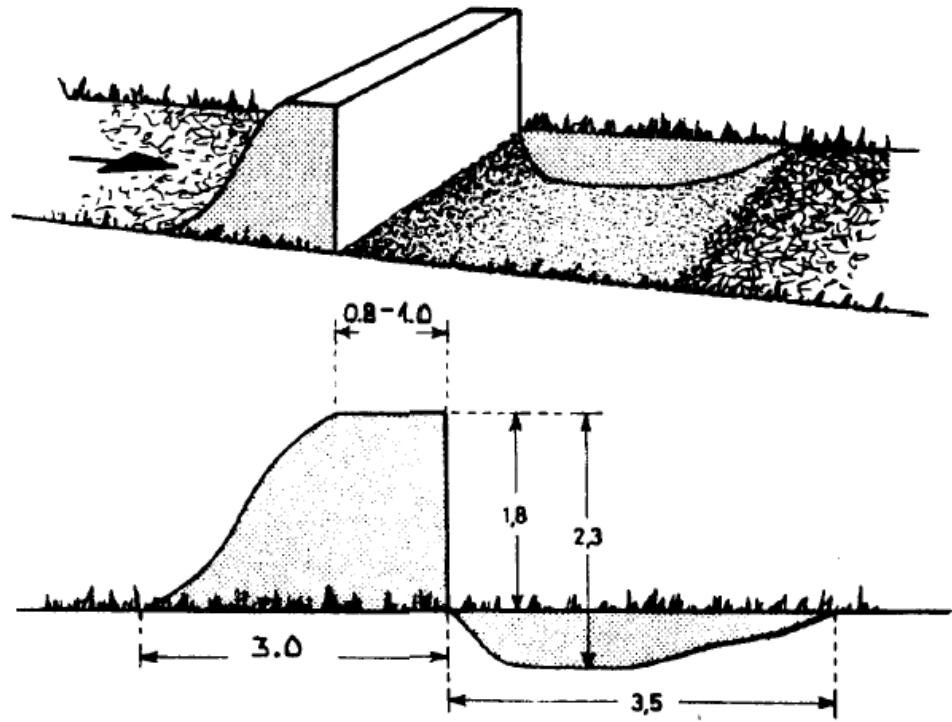
**Characteristics:** Height of 1<sup>st</sup> beam 0.75 m  
Height of 2<sup>nd</sup> beam 1.25 m  
Height of 3<sup>rd</sup> beam 1.80 m  
Height of 4<sup>th</sup> beam 2.30 m  
Length of landing pit 3.00 m  
A wooden plank (0.30 – 0.60 m wide and about 5 cm thick) covering from the 1<sup>st</sup> step to the 4<sup>th</sup> step will be added; the plank will be fixed preferably under the steps. The plank will be set on the exterior corridor in order not to get in other competitor's way.

**Crossing:** Climb in free style with the condition that at least one foot touches each of the beams, except the fourth. Only female competitors will be allowed to use the plank to cross the obstacle. For each female member (including females in a mixed team) not using the plank a bonus of 10 seconds will be deducted (maximum of 30 seconds) from the team's running time. If a male competitor uses the plank, it will be considered as a fault and he will have to repeat the obstacle.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 13 – BANQUETTE AND PIT



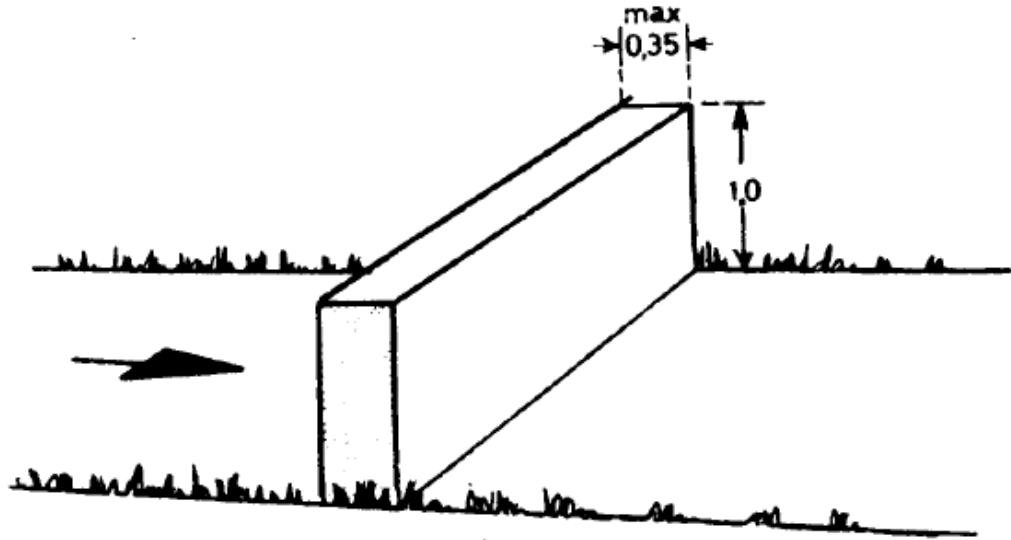
<b>Characteristics:</b>	Height	1.80 m
	Depth	2.30 m
	Width of the pit	3.50 m
	Width of the banquette	1.00 m

**Crossing:** Free style crossing.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 14 – LOW WALL



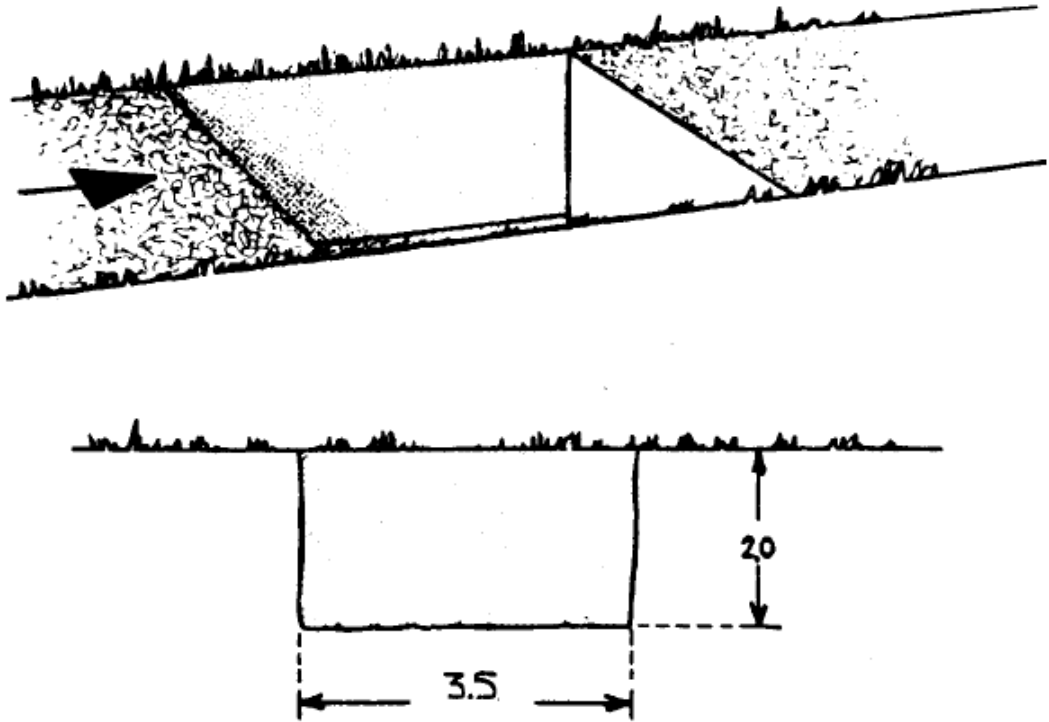
**Characteristics:** Height 1.00 m  
Max. width 0.35 m

**Crossing:** Free style crossing.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 15 – BEAR PIT



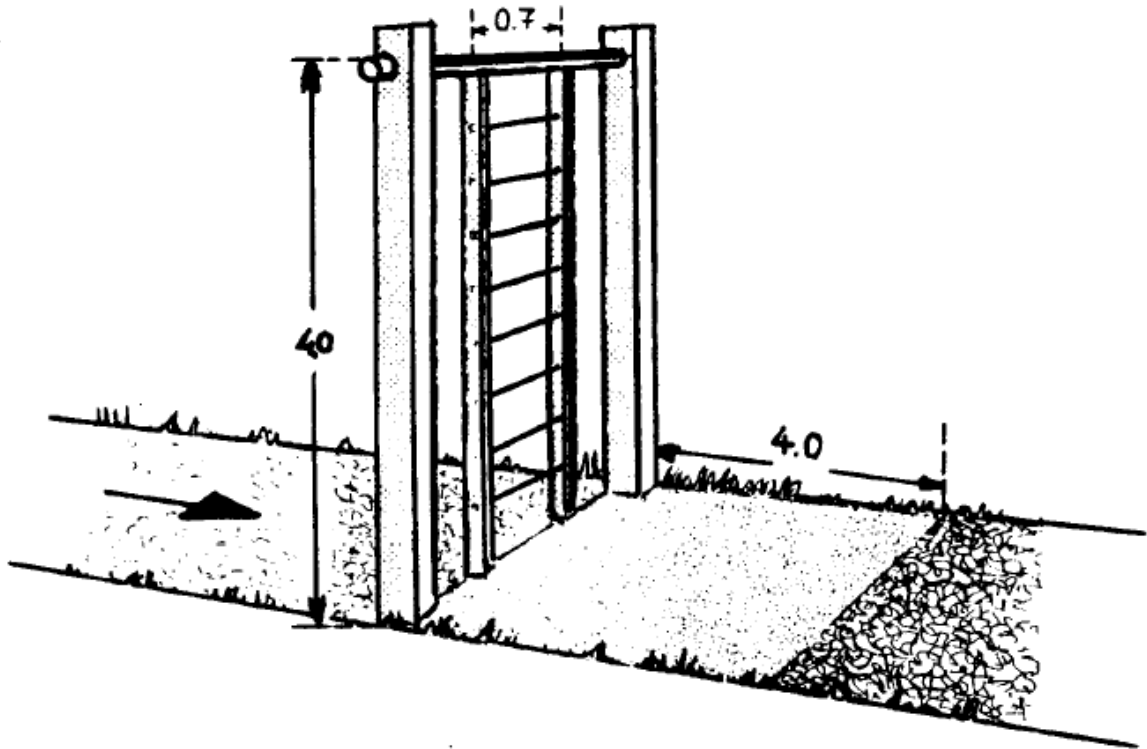
**Characteristics:** Depth 2.00 m  
Length 3.50 m  
The pit's walls are perpendicular. The track above the entry and the exit end is horizontal and does not give the possibility of having a hold on it.

**Crossing:** Jump into the pit, then climb out without using the angles or the sides. To use means to take support



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 16 – 2<sup>nd</sup> LADDER



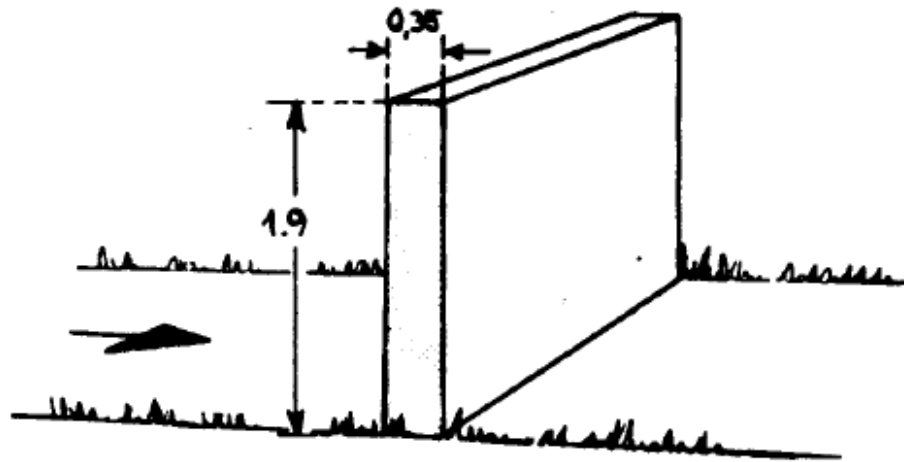
<b>Characteristics:</b>	Height	4.00 m
	No. of steps	8
	Width	0.70 m
	Length of landing pit	4.00 m

**Crossing:** Independent climb, cross over the cross beam and descend or jump down on the opposite side on prepared earth. Do not use the uprights. To use means to take support.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 17 – HIGH WALL

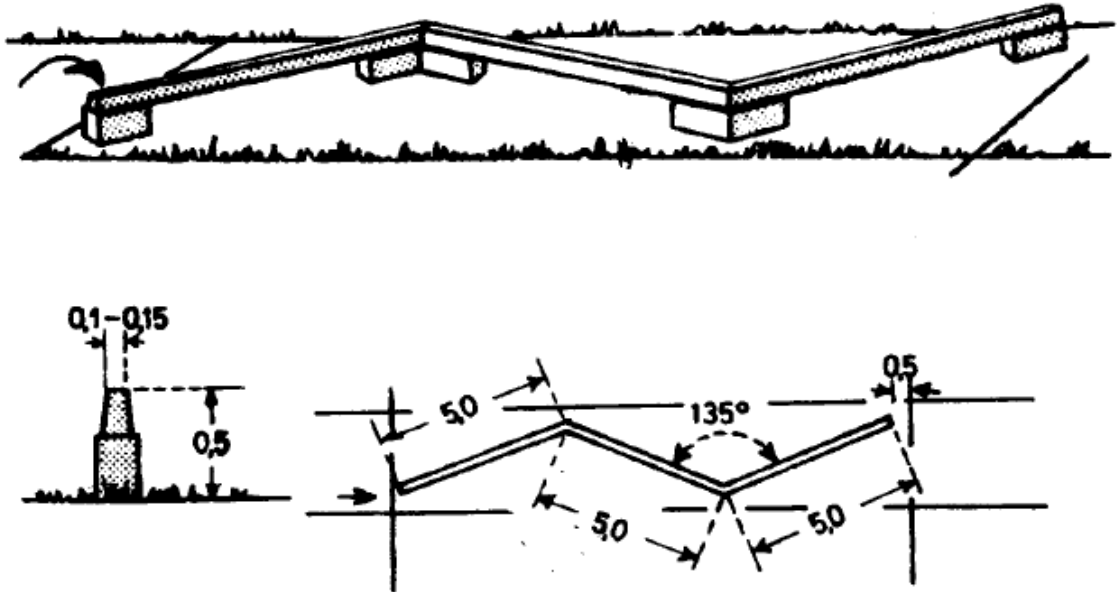


**Characteristics:** Height 1.90 m  
Max. width 0.35 m

**Crossing:** Free style crossing.

## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO. 18 – BALANCE BEAMS (ZIGZAG)



**Characteristics:** Height 0.50 m  
Total length 15 m  
Width 0.10 - 0.15 m  
An angle of  $135^\circ$  between the beams. Two lines will mark the obstacle-limits; one will be placed at the start of the obstacle, the other at about 0.50 m beyond the end.

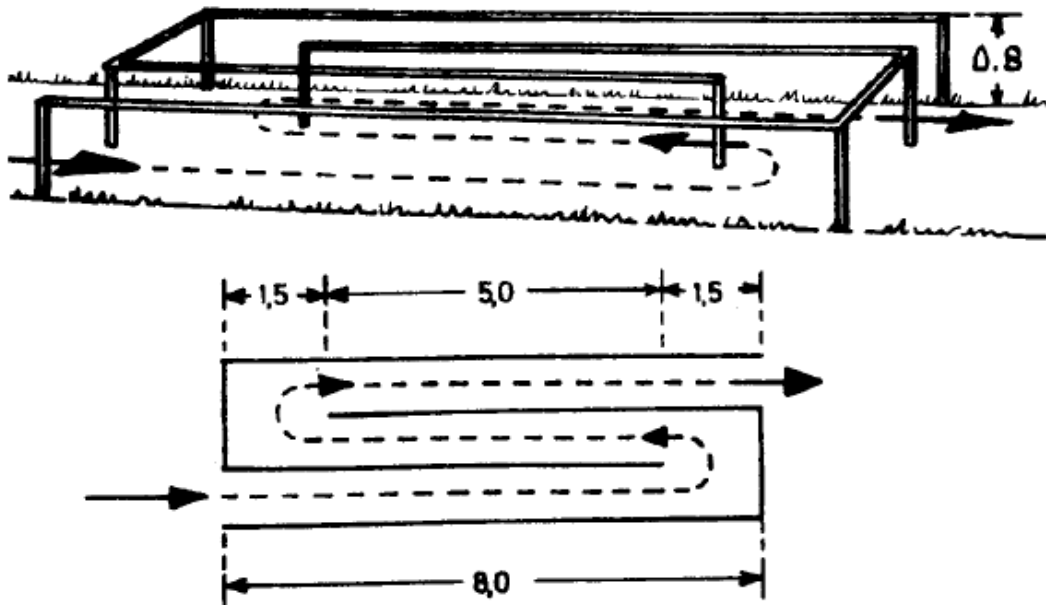
**Crossing:** Mount the beam. Pass along the three beams, then jump to the ground ahead of the traced line. Between the two lines all contact with the ground is considered a fault. The competitor must recommence from before the first line.





## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO 19 – CHICANES (TICKET COUNTER)



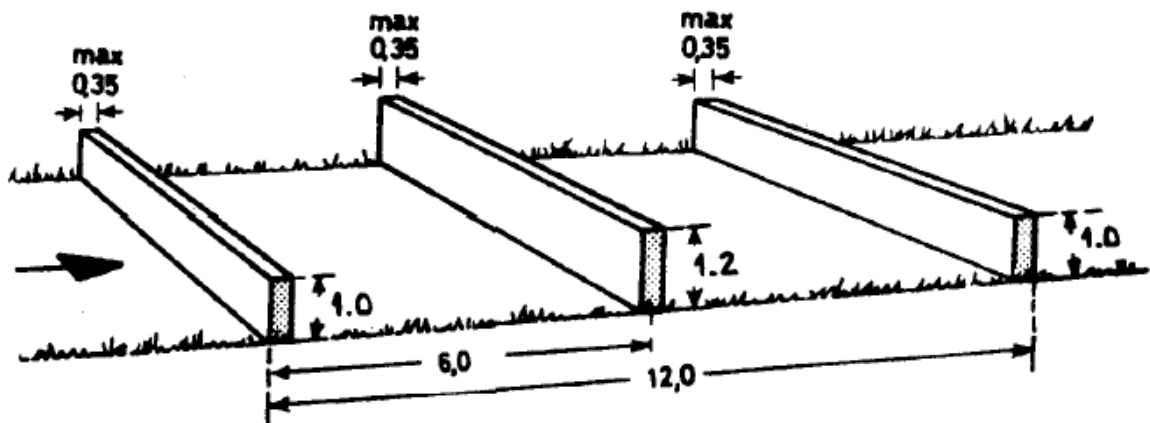
**Characteristics:** Length 8.00 m  
Distance of run 18 m

**Crossing:** Run through the chicane with or without using the rails and uprights.



## APPENDIX 2B: Land Obstacles – Characteristics and Crossing

### OBSTACLE NO 20 – THREE ASSAULT WALLS

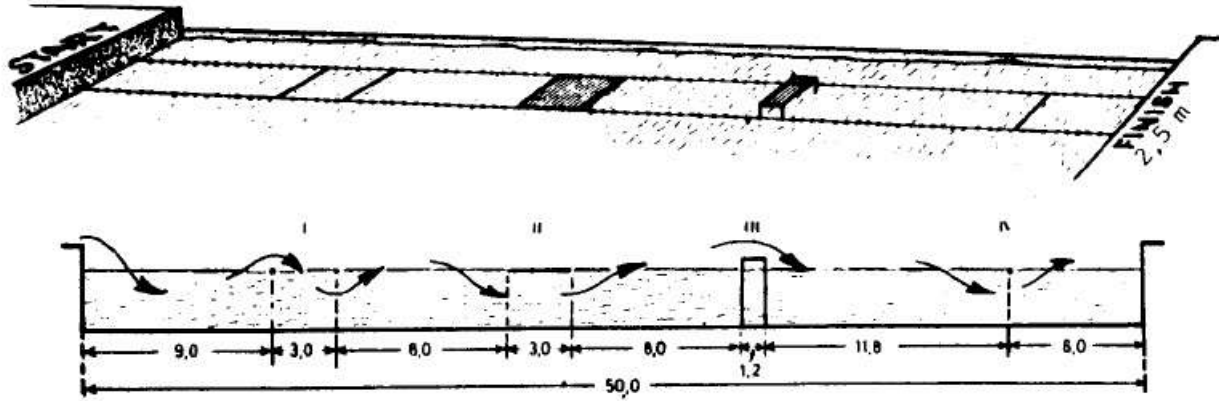


<b>Characteristics:</b>	Height of 1 <sup>st</sup> wall	0.85 - 1.00 m
	Height of 2 <sup>nd</sup> wall	1.10 - 1.20 m
	Height of 3 <sup>rd</sup> wall	0.85 - 1.00 m
	Max. width of walls	0.35 m
	Total length	12 m

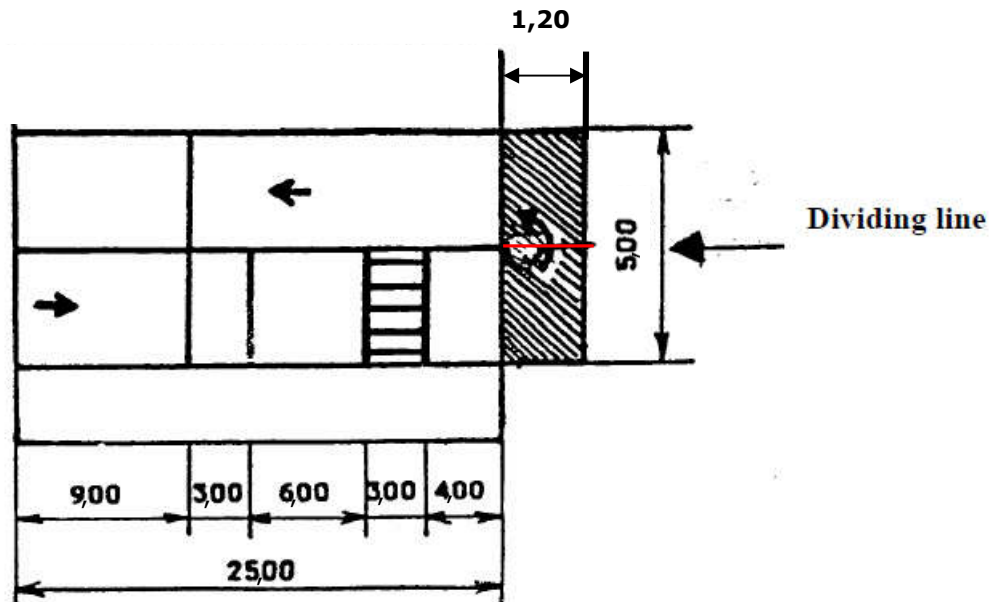
**Crossing:** Free style crossing



### APPENDIX 3 A: UTILITY SWIMMING – LAYOUT OF OBSTACLES



Layout of 50 m pool obstacles



Layout of 25 m pool obstacles



## APPENDIX 3 B: UTILITY SWIMMING – DESCRIPTION OF OBSTACLES

### OBSTACLE NO. 1

**Characteristics:** Two poles (minimum diameter 15 cm, completely fixed at the side, in a floating position, placed perpendicularly to the corridor with a spacing of 3 m.

**Crossing:** Pass over the first obstacle and under the second.

### OBSTACLE NO. 2

**Characteristics:** A raft 3 m long in floating position, completely fixed. Thickness of the raft at the entrance and the exit 0.05 - 0.10 m.

**Crossing:** Pass under the raft **without surfacing**.

### OBSTACLE NO. 3

**Characteristics:** A platform of planks spanning the width of the swimming lane and covered with carpet.  
Height of the platform from above the surface of the water must be 45 to 55 cm.  
Length 1.20 m tolerance between 1.15 and 1.25 m.

**Crossing:** Pass over the platform.

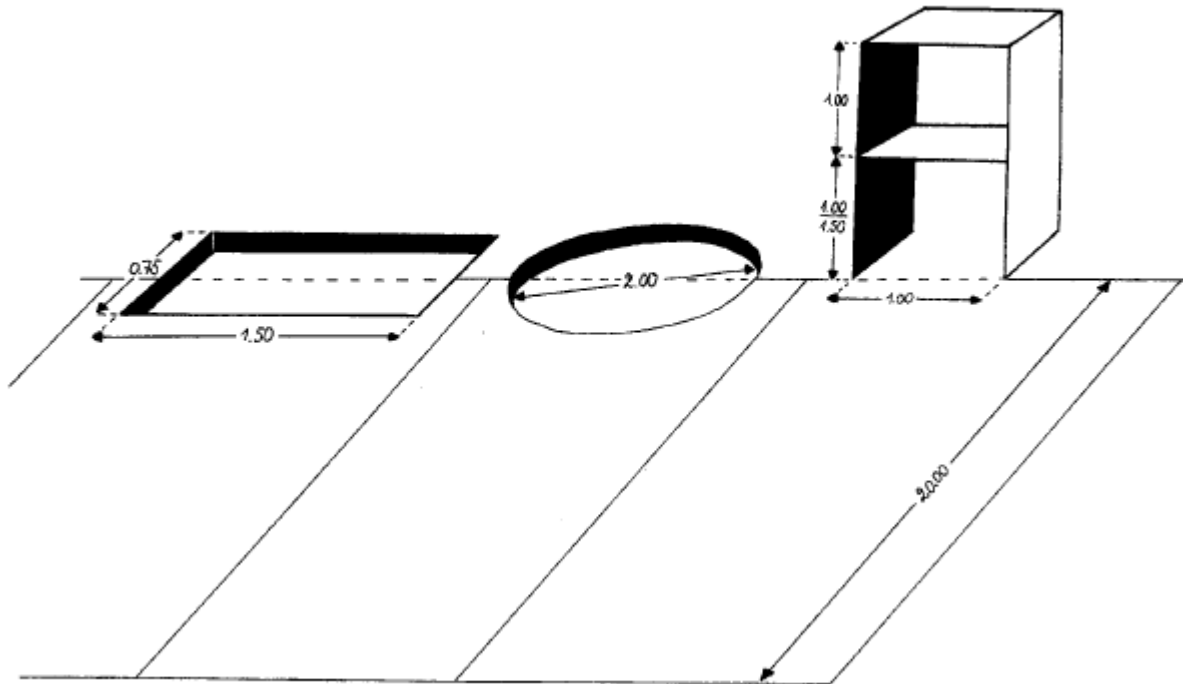
### OBSTACLE NO. 4

**Characteristics:** A pole (minimum diameter 15 cm) completely fixed in a floating position. However, this pole may be slightly mobile in the vertical direction.

**Crossing:** Pass under the pole and finish the race.



**APPENDIX 4 A: HAND GRENADE THROWING  
DIMENSIONS AND POSITIONS OF TARGETS**





## APPENDIX 4 B: HAND GRENADE THROWING INDICATIONS OF HITS



**HIT**



**NO HIT**

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**APPENDIX 5: PROTEST FORM**

CIOR MILCOMP  
Protest Form

Team No:  
Competitors Name:  
Country:

Date:  
Time:

Protest (continue on reverse side if necessary)

Competitors Signature:

Head of Delegation:

Date:  
Time:

Elaboration on protest (only if necessary)

Head of Delegation (or Deputy) Signature:  
(if Deputy, print name and position)

Decision of Technical Jury

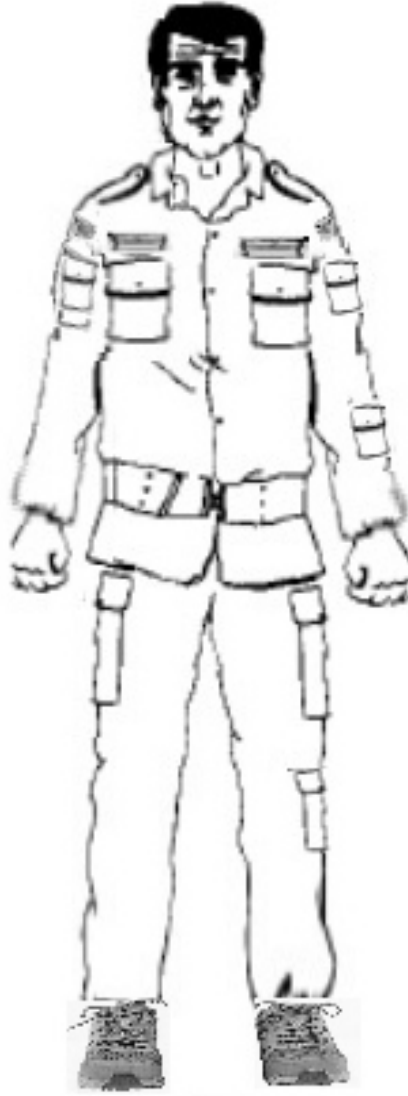
Chair of TJ (TD) Signature:

Head of Delegation (or Deputy) and competitor debriefed on decision by  
TJ Member:

Date:  
Time:



## APPENDIX 6 A COMBAT DRESS FOR LOC



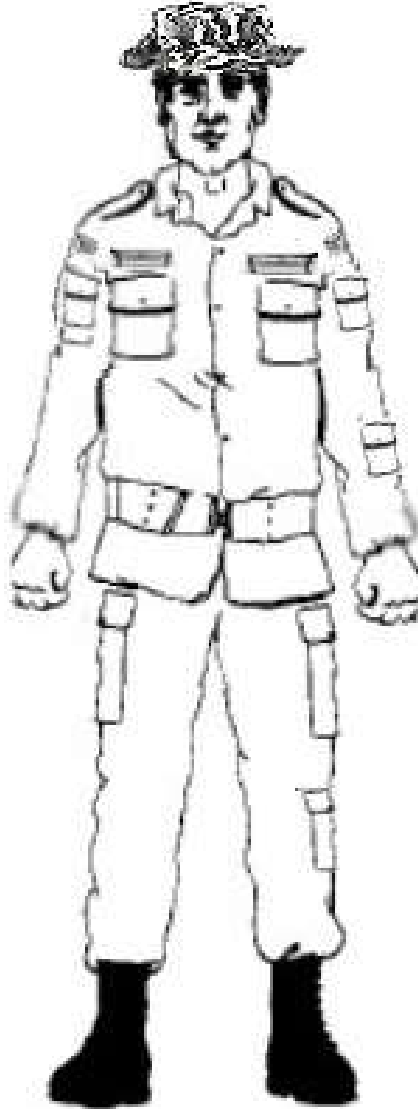
Combat jacket with ranks, collar, long sleeves,  
longed legged pants, any boots (except nailed) or running shoes.  
(large combat belt over jacket not necessary)

NB: Any doubts about own dress for the respective competition event have to be addressed by the participating nations to the TD prior to the start of the competition.





## APPENDIX 6 B COMBAT DRESS FOR MOM



Combat jacket with ranks, collar, long sleeves,  
long legged pants with military belt,  
military headgear (hat, cap or beret),  
military boots according to Appendix 7  
(large combat belt over jacket not necessary)

NB: Any doubts about own dress for the respective competition event have to be addressed by the participating nations to the TD prior to the start of the competition.



**APPENDIX 7 MILITARY BOOTS FOR MOM**  
(ALLOWED ✓, NOT ALLOWED X)



High cut



Mid Cut II



Mid Cut I



Low Cut

NB: Any doubts about proper choice of boots for respective competition events have to be addressed by the participating nations to the TD prior to the start of the competition.

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**APPENDIX 8: SHOOTING COMMANDS: RIFLE 1/3**

<b>Rifle: Trial Fire</b>				
#	Commands	Duration	Actions by Officials	Actions by Competitors
1	<i>"Competitors, take your position, fill magazine."</i>	Until the range officer is satisfied that all competitors are in the right position and they all have ammunition. (3 min)	Ready with namelist to confirm that the competitor is in the correct shooting point. Ammunition is handed to the competitor.	Move to the shooting line and wait for the official to confirm you are in the correct shooting point. Fill your magazine.
2	<i>"200 meters rifle trial fire. 5 Rounds in 5 minutes." "No indication of shots." Alternative: "Each round to be indicated." "Load and make ready your weapons."</i>	30 seconds	Take position behind the competitors.	Put magazine into the weapon, cock the weapon and get ready to fire.
3	<i>"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors.</i>	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say "Not Ready"; ONLY ONCE PER DETAIL.
4	<i>"Seconds 5-4-3-2-1" SIGNAL</i>	5 seconds	Check any person firing before the SIGNAL.	Fire only, once the SIGNAL starts.
5	No Commands.	4 minutes 57 seconds	Assist competitors where needed.	Shoot.
6	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fires a shot after the end of the SIGNAL. As this is trail fire shots after the SIGNAL will carry no penalty but the competitor must be made aware that a shot was fired out of the time allocated.	Keep on firing until the SIGNAL stops. Thus it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.
7	<i>"Prepare weapon for inspection".</i>	Unlimited (2 min)	Official checks to ensure weapon is empty and on safe.	Competitors presents weapon for inspection.

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**APPENDIX 8: SHOOTING COMMANDS: RIFLE 2/3**

<b>Rifle: Precision Fire</b>				
#	Commands	Duration	Actions by Officials	Actions by Competitors
1	"Competitors take your position and fill the magazine."	Unlimited (3 min)	Take position behind the competitors.	Take positions. Fill your magazine.
2	"200 meters rifle precision fire. 9 rounds in 5 minutes." "No indication of shots." "Load and make ready your weapons."	30 seconds	Keep position behind the competitors.	Put magazine into the weapon, cock the weapon and get ready to fire.
3	"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors.	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say "Not Ready"; ONLY ONCE PER DETAIL.
4	"Seconds 5-4-3-2-1" SIGNAL	5 seconds	Check any person firing before the SIGNAL.	Fire only, once the SIGNAL starts.
5	No Commands.	4 minutes 57 seconds		Shoot.
6	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fires a shot after the end of the SIGNAL. If any competitor fired a shot after the end of the SIGNAL indicate this to the range officer.	Keep on firing until the SIGNAL stops. Thus it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.
If required for safety reasons:				
7	"Prepare weapon for inspection".	Unlimited (2 min)	Official checks to ensure weapon is empty and on safe.	Competitors present weapons for inspection.

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**APPENDIX 8: SHOOTING COMMANDS: RIFLE 3/3**

<b>Rifle: Rapid Fire</b>				
#	Commands	Duration	Actions by Officials	Actions by Competitors
1	"Competitors take your position and fill the magazine."	Unlimited (3 min)	Take position behind the competitors.	Take positions. Fill your magazine.
2	"200 meters rifle rapid fire. 9 rounds in one minute." "Load & make ready your weapons."	30 seconds	Keep position behind the competitors.	Put magazine into the weapon. Cock the weapon and get ready to fire.
3	"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors.	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say "Not Ready"; ONLY ONCE PER DETAIL.
4	"Seconds 5-4-3-2-1" SIGNAL	5 seconds	Check any person firing before the SIGNAL	Fire only, once the SIGNAL starts.
5	No Commands.	57 seconds		Shoot.
6	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fire a shot after the end of the SIGNAL. If any competitor fired a shot after the end of the SIGNAL indicate this to the range officer.	Keep on firing until the SIGNAL stops. Thus it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.
7	"Prepare weapon for inspection."	Unlimited (2 min)	Official checks to ensure weapon is empty and on safe.	Competitors present weapons for inspection.

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**APPENDIX 9: SHOOTING COMMANDS: PISTOL 1/4**

<b>Pistol: Trial Fire</b>				
#	Commands	Duration	Actions by Officials	Actions by Competitors
1	<i>"Competitors, take your position, fill magazine."</i>	Until the range officer is satisfied that all competitors are in the right position and they have ammunition. (3 min)	Ready with name list to confirm that the competitor is in the correct shooting point. Ammunition is handed to the competitor.	Move to the shooting line and wait for the official to confirm you are in the correct shooting point. Fill your magazine.
2	<i>"25 meters pistol trial fire. 5 Rounds in 3 minutes. Load &amp; make ready your weapons."</i>	30 seconds	Take position behind the competitors.	Put magazine into the weapon, cock the weapon, and get ready to fire.
3	<i>"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors</i>	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say <i>"Not Ready"</i> ; ONLY ONCE PER DETAIL.
4	<i>"Seconds 5-4-3-2-1" SIGNAL</i>	5 seconds	Check any person firing before the SIGNAL.	Fire only, once the SIGNAL starts.
5	No Commands	2 minutes 57		Shoot
6	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fires a shot after the end of the SIGNAL. As this is trail fire shots after the SIGNAL will carry no penalty but the competitor must be made aware that a shot was fired out of the time allocated.	Keep on firing until the SIGNAL stops. Thus it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.
7	<i>"Prepare weapon for inspection".</i>	Unlimited (2 min)	Official checks to ensure weapon is empty and on safe.	Competitors present weapons for inspection.

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**APPENDIX 9: SHOOTING COMMANDS: PISTOL 2/4**

<b>Pistol: Precision Fire (Part One)</b>				
#	Commands	Duration	Actions by officials	Actions by Competitors
1	"Competitors, take your position, fill both magazines with at least 4 rounds".	Unlimited (3 min)	Take position behind the competitors.	Take positions. Fill your magazine.
2	"25 meters pistol precision fire. 2 separate series, 4 or 5 rounds each in one minute". "Load and make ready your weapons".	30 seconds	Keep position behind the competitors.	Put 1st magazine into the weapon, cock the weapon, and get ready to fire.
3	"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say "Not Ready"; ONLY ONCE PER DETAIL.
4	"Seconds 5-4-3-2-1" SIGNAL.	5 seconds	Check any person firing before the SIGNAL.	Fire only, once the SIGNAL starts.
5	No Commands	57 seconds		Shoot
6	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fires a shot after the end of the SIGNAL. If any competitor fired a shot after the end of the SIGNAL indicate this to the range officer.	Keep on firing until the SIGNAL stops. Thus, it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.

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**APPENDIX 9: SHOOTING COMMANDS: PISTOL 3/4**

<b>Pistol: Precision Fire (Part Two)</b>				
#	Commands	Duration	Actions by officials	Actions by Competitors
1	"25 meters pistol precision fire. "Second series, 4 or 5 rounds in one minute". "Load & make ready your weapons."	30 seconds	Take position behind the competitors. Official to ensure that competitors do not pick up any ejected round during the loading process.	Already in position, put the 2nd magazine into the weapon, cock the weapon, and get in position to fire. If round is ejected during the loading process, competitor not allowed to pick it up.
2	"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors.	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say "Not Ready"; ONLY ONCE PER DETAIL.
3	"Seconds 5-4-3-2-1" SIGNAL.	5 seconds	Check any person firing before the SIGNAL.	Fire only, once the SIGNAL starts.
4	No Commands.	57 seconds		Shoot
5	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fires a shot after the end of the SIGNAL. If any competitor fired a shot after the end of the SIGNAL indicate this to the range officer	Keep on firing until the SIGNAL stops. Thus it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.
<b>If required for safety reasons:</b>				
6	"Prepare weapon for inspection."	Unlimited (2 min)	Official checks to ensure weapon is empty and on safe.	Competitors present weapons for inspection.



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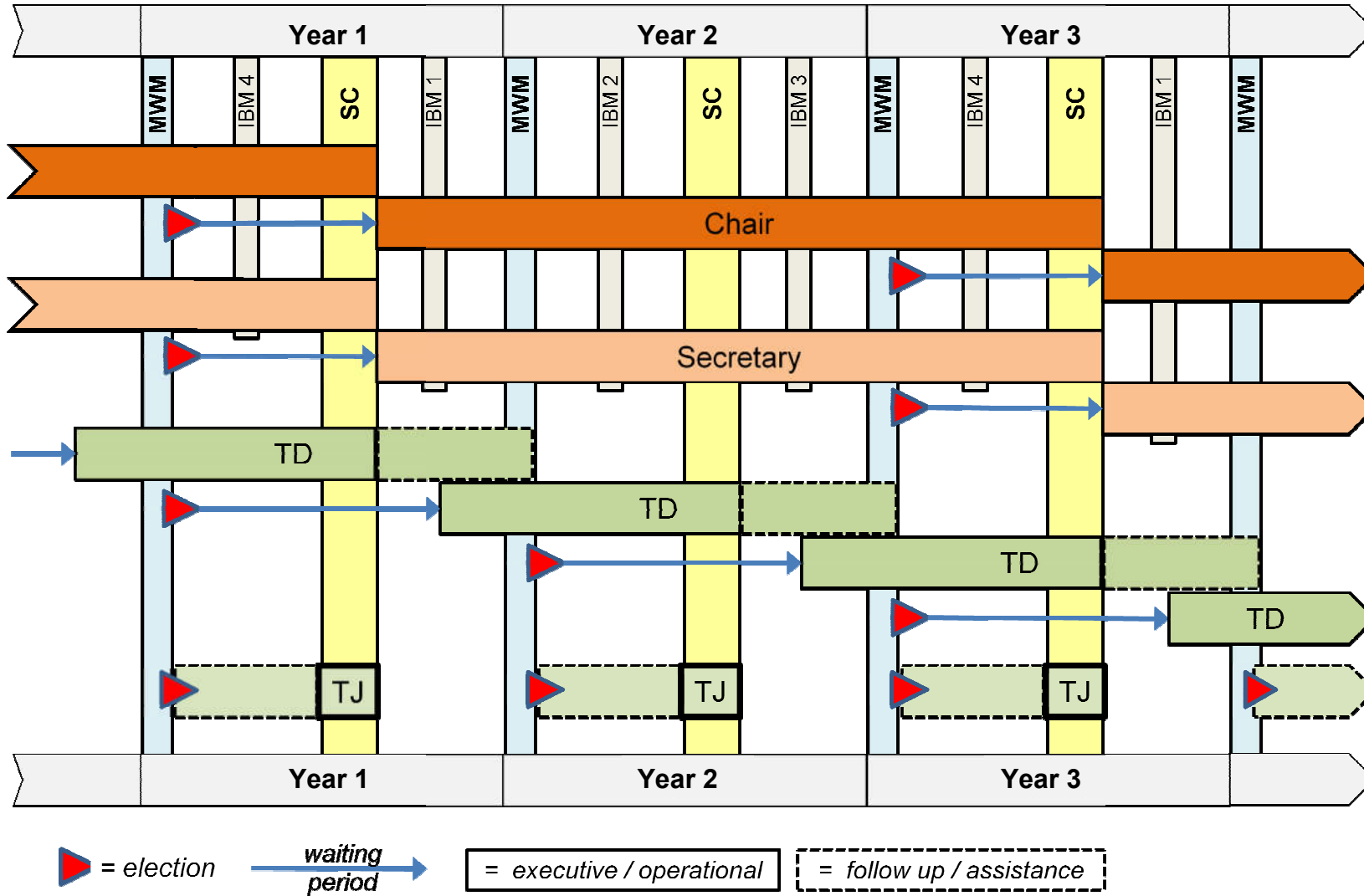


**APPENDIX 9: SHOOTING COMMANDS: PISTOL 4/4**

<b>Pistol: Rapid Fire</b>				
#	Commands	Duration	Actions by officials	Actions by Competitors
1	"Competitors, take your position, fill the magazines. One magazine must contain at least 2 rounds. "	Unlimited (3 min)	Take position behind the competitors.	Take positions. Fill two magazines; each magazine must contain at least two rounds.
2	"25 meters pistol rapid fire. 9 rounds in 2 magazines in 35 seconds" "Load & make ready your weapons."	30 seconds	Keep position behind the competitors ensure each competitors have two magazines.	Already in position, put the 1st magazine into the weapon, cock the weapon and get ready to fire.
3	"Competitors, get ready to fire" "Line is ready." If line is not ready: "Line not ready" Wait 10 sec, then "Line is ready". No more indication of "not ready" by competitors.	10 Seconds	Keep position behind the competitors.	Wait for command to fire. You must be ready to fire at this point no further waiting will be allowed. Competitors can say "Not Ready"; ONLY ONCE PER DETAIL.
4	"Seconds 5-4-3-2-1" SIGNAL.	5 seconds	Check any person firing before the SIGNAL.	Fire only, once the SIGNAL starts.
5	No Commands.	32 seconds	Check competitors to see if magazine changes did take place.	Shoot. During the shooting, the competitor changes the magazines.
6	SIGNAL for 3 seconds.	3 seconds	Check if any competitor fires a shot after the end of the SIGNAL. If any competitor fired a shot after the end of the SIGNAL indicate this to the range officer.	Keep on firing until the SIGNAL stops. Thus it means that whilst the SIGNAL sounds for 3 seconds you may still fire rounds.
7	"Prepare weapon for inspection."	Unlimited (2 min)	Official checks to ensure weapon is empty and on safe.	Competitors present weapons for inspection.



APPENDIX 10: TERMS OF CIOR MILCOMP OFFICES AND MEETINGS





**APPENDIX 11: OVERVIEW OF POINTS AND LIMITS**

	<b>CIOR pts</b>	<b>100 pts equiv.</b>	<b>CIOR regular score / 0 points limit</b>
<b>Shoot</b>	5 pts / ring	20 rings	154 rings = 460pt 62 rings = 0pts
<b>OC</b>	12 pts / sec	8,3 sec	3min 05sec = 1650pts 5min 22,5sec = 0pts
<b>USC</b>	27 pts / sec	3,7 sec	44sec = 1100pts 1min 24,7sec = 0pts
<b>MOM</b>	0,2 pts / sec	8min 20sec	1h 40min = 2750pts 5h 29min 10sec = 0pts
<b>RE</b>	56 pts / 0-10% 39,2 pts / 10-20% 22,4 pts / 20-30% 5,6 pts / 30-40%	~ 1 x full score + 1 x 10-20% score	max. 280pts
<b>MR</b>	56 pts / 0-5% 44,8 pts / 5-10% 33,6 pts / 10-15% 22,4 pts / 15-20% 11,2 pts / 20-25%	~ 1 x full score + 1 x 5-10% score	max. 280pts
<b>HG</b>	14(28) pts / hit	~ 3 x ring + 2x window/bunker	max. 280pts