

2019 Invitational Counter Sniper Team Competition (I.C.S.T.C.) @ Peacemaker International

April 8 – 12, 2019

1. Eligibility
	1. Must be current law enforcement or military
	2. Verification for first time participants conducted during registration
	3. Support staff and family welcome
2. Competition
	1. Five days beginning on Monday April 8, 2019
		1. Day 1 - April 8– Peacemaker National [www.peacemakernational.com](http://www.peacemakernational.com)
		2. Day 2 – April 9 Peacemaker National
		3. Day 3 – April 10 Peacemaker National
		4. Day 4 – April 11 Peacemaker National (Vendor Day)
		5. Day 5 – April 12 Peacemaker National (Awards Ceremony)
3. The Long-Range Precision Competition will be conducted rain or shine. A maximum of thirty (30) teams representing various premier military and civilian law enforcement and special operations organizations from the United States. This event is being sponsored by Armor Express and is co-hosted by members of the Baltimore Washington Metropolitan Area Law Enforcement agencies at the Local, State and Federal level.
4. Fee / Cost
	1. A fee of **$200.00** per team will be due no later than **March 1, 2019** with the completed on line entry form at [www.invitationalcountersniperteamcompetition.com](http://www.invitationalcountersniperteamcompetition.com)
	2. Credit card payments can be made on line following registration.
	3. Entry fees may also be a check or money order. Checks must be made out to I.C.S.T.C. and mailed to 15902 National Pike Hagerstown, MD 21740.
	4. Paypal options can be made at dweaver308@gmail.com

 Team Composition

* 1. Two person team, both members should be in good physical condition.
	2. Participants will both have to sign a waiver of liability, hold harmless document.
	3. Substitutions are allowed any time prior to Day 1. Substitutions due to injuries are made at the discretion of the match director on a case by case basis.
		1. In general, a substitute due to a competition injury will not be allowed to do any shooting.
1. Withdrawing from the competition
	1. The match director should be notified prior to March 1.
	2. The entry fee will be returned for notifications made prior to March 1.
2. Squadding
	1. Due to the location and teams remaining on call, staggered reporting times on Days 2-5 are acceptable.
	2. The match director will assign shooting times for teams on a case by case basis.
		1. This will be based on geographic locations
		2. On call status
		3. Confirmed court and operations
3. Lodging
	1. Peacemaker National has preferred hotel providers.

Hampton Inn, Inwood, WV

<https://hamptoninn3.hilton.com/en/hotels/west-virginia/hampton-inn-martinsburg-south-inwood-MBGINHX/index.html>

Hilton Garden Inn/Martinsburg

<https://hiltongardeninn3.hilton.com/en/hotels/west-virginia/hilton-garden-inn-martinsburg-MRBGIGI/about/amenities.html>

Holiday Inn Martinsburg

<https://www.ihg.com/holidayinn/hotels/us/en/martinsburg/mrbwv/hoteldetail>

Hampton Inn Martinsburg

<https://hamptoninn3.hilton.com/en/hotels/west-virginia/hampton-inn-martinsburg-MBGWVHX/index.html>

Fairfield Inn Martinsburg

<https://www.marriott.com/hotels/hotel-rooms/hgrmb-fairfield-inn-and-suites-martinsburg/>

1. Duties of Competitors
	1. It is the responsibility of the competitor to ensure that he/she is on time and at the correct location for scheduled events.
	2. On rare occasions, competitors may be required to perform duties during the course of the competition such as target manipulation, target repairs, and cleaning up the ranges. Conducting a match like this would be impossible without the cooperation of all persons involved, especially the competitors.
	3. Competitors who decline their duties as mentioned above will be disqualified from the remainder of the events of the competition. The Match Director reserves the right to make this decision.
2. Changes / Alterations to the competition
	1. changes to this information or details of the various events are subject to change without notice. Changes that are significant in nature (relative to times, places, equipment required, targets or range cancellations, etc.) will be forwarded to the competitors prior to the beginning of the competition.
3. Zero Checks on Day 1
	1. This will be limited in time and distance
	2. The Tie Breaker Target will be fired at this time.
	3. The Tie Breaker Target is very important. In the past it has been a bullseye style target.
4. Weapons
	1. Team members may both fire the same weapon although a separate pistol and rifle for each shooter is highly recommended. Competitors are free to fire multiple weapons throughout the competition.
	2. Competitive weapons should possess the following characteristics
5. Consistently accurate
6. 1 rifle with a maximum effective range of 1,000 yards
7. Have a total ammunition capacity of a least five (5) rounds (four in magazine and one in the chamber is acceptable) and be manually or semi-automatically operated.
8. Be in .30 caliber or smaller. **(NO MAGNUM RIFLES / Wildcat Cartridges or cartridges that produce a muzzle velocity of over 3,100 fps). Questionable loads will be subject to a random chronograph. An average of 5 shots in excess of 3,100 fps on my chronograph, regardless of ambient temperature will be disqualified from the entire competition.**
9. Ammunition
	1. Participants can expect to fire 200 rounds of rifle ammunition.
	2. Some events will not have a specified round count. Engagement tactics and round count may dramatically increase your individual round counts.
	3. There will be limited handgun stages requiring approximately 50 rounds of duty pistol ammunition.
10. Spotting Scopes
	1. You are strongly encouraged to bring a quality spotting scope.
	2. When safe to do so, rifle scopes may be used as a spotting scope.
	3. There may be areas where the use of a rifle is unsafe or unprofessional.
11. Laser Range Finders are allowed
	1. The match director may designate an event as a Non-laser range finder event.
12. Eye and Ear protection
	1. It is the duty of each competitor to have their personal protective gear.
13. Range Rules
	1. Rifles will stay in a case until on the firing line.
	2. When a rifle case is not possible, a chamber flag WILL be placed in the chamber.
	3. Weapons will not be handled while anyone is downrange.
	4. Pistols will stay in a holster until on the firing line.
	5. All weapons will be treated as if they are loaded at all times.
14. Supplies
	1. Competitors should plan on bringing food, water and comfort items to sustain themselves.
	2. We understand that teams are willing to share equipment and T&E items. This will not affect course conduct and logistics will be the sole responsibility of the individual shooters.
15. Prizes
	1. In past years we have been fortunate to provide the top teams with firearms.
	2. Vendors provide prizes that are chosen from the prize tables beginning with the top team through the last place team.
16. Day 1 Semi-Blind Events
	1. Zero Check / Tie Breaker Shots – Independence Range
	2. Big Money Mike Howell Positional Shooting (no standing) – 600 yards Patriot Range on IPSC Cardboard.
	3. Participants can expect to shoot from hasty / operational positions.
	4. The use of tri-pods or shooting sticks are acceptable but must be carried on a timed run to the line.
	5. Competitors will not be allowed to support or touch each other. (no buddy shoot)
	6. All gear or weapons used in the event will be carried on the timed run.
17. Day 2 Semi-Blind Sniper Golf – 1,000 Yard Range (Packhorse Range)
	1. Teams divided into groups with anticipated beginning times.
	2. Relays of 5 teams at pre-scheduled flight times.
	3. Steel Targets of various sizes out to 1,000 yards.
	4. Timed engagements and lowest score equals highest points.
	5. Position on range determined by a timed run.
18. Day 3 Grouping Exercise - 500/600/1000 Yard Patriot Range
	1. Teams divided into groups with anticipated beginning times.
19. Day 4 Semi-Blind Timed Gun Loop Trail / Vendor Day
	1. Competitors will run in a loop to approximately 8 firing positions utilizing the Patriot and handgun ranges.
	2. Pistol only engagements will be included within the firing positions.
	3. Steel targets must be impacted to advance to the next position.
20. Day 5 Semi-Blind Know Your Limitations Event (Packhorse Range)
	1. Competitors will have a total of 10 cartridges.
	2. Competitors will call their shot on a target of their choice.
		1. Longer Range or smaller targets have higher point values.
	3. The same target may be engaged multiple times.