

**RULES
LIGHT, LIGHTER AND LIGHTEST INFANTRY
IX EDITION
07 – 09 JULY 2022**



Definitions:

RO - Range Officer, Range Safety Officer

Range Master - the main and most important RO, who deals with all disputes, scoring, gps trackers etc.

Pair - A team consisting of two shooters who compete together throughout the whole competition

Shooting window - a time window in which competitors can approach and shoot the shooting stages

1. General information, categories information and the competition's organiser.

1.0. Light Infantry is a tactical, military-style shooting competition.

1.1. The competition is played out in pairs, and all the tasks have to be completed in cooperation between the two competitors..

1.2. Light Infantry is played out in three different categories:

- Light Infantry - significant physical exertion and body exhaustion, full of various shooting tasks, around 30-50 km of marching, additional tactical task, 36 hours
- Lighter Infantry - moderate physical effort, lots of shooting, around 15-35 km of marching, 15 hours
- Lightest Infantry - the least physical effort, moderate amount of shooting, around 10-15 km of marching, 8 hours

1.3. The goal of the competition is to check shooting skills:

- on distances from 1 to 400m
- with target detection
- with target recognition
- with standard and obstructed shooting stances
- with great physical effort
- in a gas mask
- while shooting from high to low
- while shooting small and big targets
- while shooting from a car
- while shooting during the day and night
- while shooting from behind cover
- while shooting during movement
- while shooting to a moving target
- while using firearms provided by the Organizer (f.e. fully automatic firearms such as the PKM machine gun or pump-action shotguns)
- while using a rifle and a pistol

1.4. The goal of the competition is to check the ability to navigate in rough terrain.

1.5. The goal of the competition in the Light, Lighter and Lightest Infantry categories is to check the ability to complete special tactical tasks, which may include:

- reconnaissance
- tactical medicine
- travelling on waterways (f.e. using kayaks)
- radio communication
- physical confrontation with enemy
- minesweeping and similar
- directing artillery strikes
- other

More information about the special tactical tasks is included in a separate point.

1.6. Treat this competition more like a thorough skills check rather than classic sport rivalry.

1.7. The main organiser of the competition is an association and a shooting club "Klub Strzelających Inaczej" based in Gdynia, Poland.

2. Safety rules, commands

2.0. Every firearm is treated as loaded until its chamber is checked by the RO.

2.1. While not shooting or aiming, always keep your finger off the trigger and have your firearm put on safe.

2.2. If you're moving with a loaded rifle, keep it on safe at all times and **point your barrel up (into the sky)**. On some stages, on which you have to climb up or climb down, **your barrel shall be pointed**

towards the ground.

2.3. While shooting stages, point the barrel of a loaded gun only at targets you are willing to shoot at.

2.4. Before you shoot, always check the surroundings of your target and if there are no animals, people or something you don't want to shoot at.

2.5. Always wear eyesight and hearing protection while shooting.

2.6. While outside the shooting range, carry your firearms unloaded (no magazine attached, empty chamber).

2.7. Commands which will be used throughout the competition:

- LOAD – competitors point their muzzles at the main bullet trap on the range, insert magazines, load, put the rifles on safe (if it's possible) and decock handguns (only hammer-fired pistols), put them in holsters. If a particular shooting stage requires shooters to have both firearms loaded, always load your handgun first.

- READY – competitors tell the RO that they're ready to begin shooting

- START – RO allows competitors to begin shooting

- FINISHED – competitors tell the RO that they have finished the stage, RO sums up the result

- CEASE FIRE – given to a particular pair, which has to stop shooting immediately

- UNLOAD (show clear) – competitors point their muzzles at the main bullet trap on the range, unload their firearms (remove magazine, clear the chamber) and show the RO empty chambers

- END OF SHOOTING – time's up, the shooting window is now finished

- STOP – everyone on the shooting range has to stop shooting immediately

2.8. Competitors are required to have proper, hard holsters for their handguns (made out of kydex, polymer, etc.) which protect the trigger and make it impossible to pull the trigger. Competitors can move around the stages with a loaded handgun in a holster. Hammer-fired pistols need to be decocked, if it's not possible (SAO) then they need to be put on safe. All pistols with a manual safety need to be put on safe while not shooting.

3. Place of the competition, parking, briefing, times and dates

3.0 The competition takes place on a shooting range „Podwórze Koguta – Strzelnica w Zielnowie” and within the surrounding area.

3.1. Competitors need to leave their cars on the parking spot, and take a short walk to the shooting range. Address of the parking area is “Zielnowo 3, 84-220 Poland”. After parking, competitors will receive their starter packages (goodies from our sponsors). Competitors should arrive at the parking area by 14:30 on the 7th July, so that they will be in time for the obligatory briefing (15:00 on the range).

3.2 Obligatory pre-competition briefing will be held on 7th of July 2022 at 15:00 until 18:00 on the shooting range (“Podwórze Koguta - Strzelnica w Zielnowie”). The briefing will consist of:

- signing in to the range register book (required by Polish law)

- signing statements about: responsibility for any kind of injuries and damage, consent for using photos and videos where competitors faces and bodies are visible for advertising purposes, and who should we contact in case of an emergency

- special competition emergency number

- safety rules

- schedule and organisational rules (beginning and end of the competition, prizes etc.)

- logistics, location of important places (where's the match director, where's the parking, etc.)

- scoring, GPS trackers and magnetic cards tracking time

- stages description, where are they located and the RO's working on those

- quick training/exercise of particularly hard or complicated stages (for example climbing or fast rope)

- description of all the important places and spots throughout the competition

- questions and small-talk

3.3. Before the competition begins, competitors have to:

- receive a starters package (while still on the parking spot)

- receive their pair numbers (depending on when they paid for the competition, or at what hour in case of same-day payments)

- receive emergency numbers
 - give their phone number to the Match Director (will be used as the main way to communicate if needed)
 - receive a GPS tracker
 - receive this document you're actually reading
 - receive shooting stages description and a map of their locations (sent to the e-mail address provided while registering for the competition)
 - receive special tactical tasks descriptions and a map of their locations (sent via-email)
 - receive a spreadsheet with pair's time windows (for shooting stages, for tactical tasks, etc.) (sent to the e-mail address provided while registering for the competitions)
 - receive a string bag for the map
 - receive a mortar (~35kg concrete block) with the pair's number on it
 - receive coordinates where the mortar shall be carried
 - receive maps of the terrain with marked waypoints (or with coordinates of the waypoints)
 - see the gesture, which has to be visible on photographs of captured waypoints (or receive an item which has to be visible on the photographs)
 - get to know the details of all shooting stages
- 3.4. Light Infantry category begins with a tactical task on 7th July 2022 at 21:00, on a bridge over the river Reda near a village named "Zelewó", Klonowa street. After completing the task, Light category begins shooting or navigating on 08.07.2022 at 06:00, at the shooting range next to the containers.
- 3.5. Lighter and Lightest categories begin on 8th July 2022 at 06:00 at the shooting range, next to containers.
- 3.6. Light Infantry ends the competition no later than on 09.07.2022 at 8:00.
- 3.7. Lighter Infantry ends the competition no later than on 08.07.2022 at 22:00.
- 3.8. Lightest Infantry ends the competition no later than on 08.07.2022 at 15:00.

4. Categories

4.0. Categories consist of:

- navigation part, in which competitors have to find as many waypoints as possible. Waypoints are situated in rough terrain around the shooting range. - all categories.
- shooting part, in which competitors have to complete as many shooting stages as possible during their designated shooting windows - all categories.
- tactical part, in which competitors have to complete a few tactical tasks during their time frames.

4.1. Light Infantry consists of at least 7 tactical tasks, at least 24 shooting stages and at least 28 waypoints.

4.2. Lighter Infantry consists of at least 6 tactical tasks, 20 shooting stages and at least 20 waypoints.

4.3. Lightest Infantry consists of at least 4 tactical tasks, 10 shooting stages and at least 10 waypoints.

4.4. All pairs in Light and Lighter categories have to carry a mortar (35kg concrete block) to a designated waypoint until 10:00 on 08.07.2022. This is going to be verified at 10:15.

4.5. All pairs in Light and Lighter categories have to carry a different mortar back to the shooting range, whenever the pair wants, but after 14:30 and until the competition ends. After 14:30, in the Range Master's tent, there will be information about which mortar should be carried back and by which pair.

4.6. It is forbidden to take anything (drinks, food, clothes, ammunition etc.) from any car or any kind of deposits made before the competition or other sources. Doing such a thing results in a disqualification. This rule is not applicable to refilling water from springs, streams, rivers etc. or bottles of water left on the range **in the hangout area**. Car keys have to be deposited in the Range Master's tent. Picking up car keys means the end of the competition for that pair.

5. Navigation part

5.0. During the navigation part, competitors are tasked with finding waypoints situated around the shooting range. Every waypoint is a red sign with a code, which is a combination of three characters (always one letter and one digit, the third character is random - a letter or a digit).

5.1. Waypoints can be situated on hills, swamps, riverbeds, farmlands, forests, in buildings etc.

5.2. Competitors receive a map for navigation with marked waypoints or a map with waypoints' coordinates at least 30 minutes before the navigation part begins.

5.3. Captured waypoint has to be confirmed with a self-made photograph (selfie) which clearly includes:

- both competitors' faces
- the red sign with a code
- a gesture or an item, provided by the Match Director before the competition started

5.4. On some of the waypoints, possession of obligatory equipment (10.0) might be checked. On those waypoints, equipment being checked has to be clearly visible on the photographs (including all other required things written in point 5.3). Lack of that equipment on the photos will result in a penalty added to the final time. While walking to a waypoint, competitors might be informed of what kind of equipment is being checked on that waypoint via SMS.

5.5. A real waypoint can't be further than 10 metres away from given coordinates or from a mark on the map.

5.6. While navigating, competitors might find false waypoints, not closer than 50m to the real waypoints. Those are not real waypoints, and do not count towards captured waypoints.

5.7. There will be pursuit patrols departing from the range in equal intervals. These patrols are tasked with searching for and catching competitors. Pursuit patrol members wear high-visibility, reflective vests. In order to catch a pair, any member of the patrol has to touch any pair member. Pursuit patrols can only catch competitors on roads (or paths) and near them, no further than 10m from the edge of the road. Pursuit patrols cannot catch any competitors while closer than 300m to the central point of the shooting range (containers). A pair which has been caught receives a time penalty added to the final time.

6. Shooting part

6.0. A pair can only shoot the stages in the duration of their shooting window. Shooting windows are sent to competitors via email before the competition starts.

6.1. A pair can only begin shooting stages if they come to a stage according to the schedule. RO tells the pair to LOAD, and after the pair confirms they're ready by saying READY, RO will say START. After the START command, competitors have a maximum of 3 minutes (180 seconds) to finish that stage.

6.2. Competitors may report to the RO that they have finished their stage, by saying FINISHED. RO sums up the stage, shows competitors the result and asks them to accept it.

6.3. If the time window has finished, while a pair is still shooting a stage, the RO shouts a CEASE FIRE command. In that situation, RO counts all the misses, hits and marks the stage as completed.

6.4. Competitors can only shoot a stage once.

6.5. Competitors do not have to unload their firearms while moving between stages, as long as the stage description doesn't state otherwise. While moving between stages, the barrel has to be pointed into the sky, and the firearm is put on SAFE. It is very important to be careful while moving between the stages.

Some of the stages require firearms to be unloaded before start (for example "Containers"). This is written in the stage's description.

6.6. Competitors must shoot the stages in the order given by the Organizer. The Organizer will designate 6 obligatory stages for each pair, for each day-time shooting window. Obligatory stages have to be completed in a numerical, rising order beginning with the stage designated for a pair in that shooting window. (e.g. you start with 4, next you shoot 5, then 6 and so on). The organiser tries to double or even triple as many stages as possible so no pair has to wait. In case a pair completes all 6 obligatory stages, they cannot attend any more.

6.7. In case that two pairs want to shoot the same stage at the same moment, or if the next stage for a particular pair is still being attended by a different pair, the Organizer or the RO may:

- order the competitors to shoot a different, neighbouring stage, and return afterwards
- order the competitors to shoot that stage, because it's doubled or tripled

6.8. Some stages require specialist skills, for example climbing,

belaying, crawling, climbing high walls, using a ladder, climbing a container, using a weapon flashlight etc. If the competitors fail to complete a task on a shooting stage, all targets (hits) are MISSED.

6.9. Stage description contains:

- it's number and name
- firearm condition before (rifle – loaded/unloaded, handgun – loaded/unloaded etc.)
- allowed number of shots
- number of required hits by a pair
- a target(s) supposed to be shot at on that stage
- distance to the target(s)
- required shooting stance (position)
- HIT value
- firearm condition after the stage (rifle – loaded/unloaded, handgun – loaded/unloaded etc.)
- detailed description of the stage

6.1.1. During night shooting, every competitor has to have a red light stick (or a different red light source) in a visible place (for example on the head, arm, back etc.). Competitors do that themselves.

6.1.2. RO confirms hits with a voice message, for example “HIT!”. Competitors shooting stages on larger distances (50m and more) have to inform their RO about which target they're shooting at, because the RO has to use binoculars or other optics in order to see the hits.

6.1.3. The competitors and the RO have to cooperate in order to shoot as many stages as possible during a time window. Only the ROs are provided with radios, so that they know which stages are free and which are occupied.

7. Tactical part

7.0. A pair has to complete tactical tasks, only in designated time frames. Tactical tasks beginning times and end times are defined in a spreadsheet sent to the competitors before the competition.

7.1. Tactical tasks for 2023 edition are:

1. Water task - crossing three defined sections of the river Reda with a canoe (kayak) with all required equipment, between 20:00 on 7th July 2023 until 5:00 on 8th July 2023, every section is treated as a different tactical task and is also scored independently (Light Infantry category)
2. Medical task - helping a wounded soldier and medical evacuation (Light and Lighter)
3. Minesweeping task - searching the area to find a mine, mounting a grenade on a rope and then masking it (Light, Lighter, Lightest)
4. Artillery task - acquiring target coordinates and correcting artillery strikes after shells hits (Light, Lighter, Lightest)
5. Reconnaissance task - naming different vehicles and equipment of the enemy basing on photographs and videos (Light, Lighter, Lightest)
6. Topographic task - detecting enemy firing position and acquiring it's coordinates (Light, Lighter, Lightest)
7. Battle preparation task - preparing different infantry weapon systems for use (loading, making ready to fire) (Light, Lighter, Lightest)

7.2. During the water task each pair will begin on a small bridge over the river Reda in Zelewo from 20:00, in a numerical, rising order of pair numbers. Every 2 minutes next pair begins this task. Section which has to be crossed by competitors ends at a landing place called “Wiosło” in a village named “Orle”. From this place, competitors will be transported by the Organizer to the starting point (back to Zelewo).

7.3. While crossing the river, competitors might have to find some waypoints near the shores of the lake Orle. These are exactly the same waypoints as in the navigation part, and are collected and scored accordingly.

7.4. All other tactical tasks are situated in a close proximity to the shooting range. Competitors have 10 minutes to complete a tactical task, and then 5 minutes to move to their next task.

8. Scoring

8.0. The final result (score) of the competition consists of:

- Points for HITS and negative points for procedure penalties on shooting stages - there's a maximum of 3000 points for Light category, 2400 points for Lighter and 1200 points for Lightest.
- Points for captured waypoints - a maximum of 3000 points for Light, 2400 for Lighter and 1200 for Lightest category.
- Negative points for not completing the mortar-carrying task fully (Light and Lighter)
- Points for completing tactical tasks - a maximum of 2600 points for Light, 2000 for Lighter and 1000 for Lightest categories
- Negative points for being caught by pursuing patrols (all categories)

Total score is rounded up to two decimal places. In case of draws, pairs finish with the same place on the podium.

8.1. Properly completed shooting stage with no penalties has a value of 100 points. A HIT on a given stage has a quotient value where the dividend is 100 points and the divisor is the number of hits required.

Example nr 1:

Stage THE LONG ONE

Required: 12x HITS

HIT = 8,33 pts

Pair has 11 x HIT

Final result on this stage: $11 \times 8,33 = 91,66$ pts

Example nr 2:

Stage 9HOLE+TIRE

Required: 36x HIT

HIT = 2,77 pts

Pair has 29x HIT

Final result on this stage: $29 \times 2,77 = 80,33$ pts

8.2 Attending the stage and completing the whole run (100%, all required shots, even if all are missed) is worth 10 points. (f.e. Stage THE LONG ONE - competitors completed the stage, fired all required shots but missed every single one - they receive 10 points).

8.3. MISS - in other words, lack of a required hit. If there are 10 required hits on a stage, and a pair managed only 8 and decided not to continue - they receive 2 MISSES.

8.4. HIT – all target hits recognized by the RO. Unless the stage description states different, competitors have 180 seconds to shoot all targets. If they decide not to continue shooting on a particular stage, then all required but not done HITS are subtracted from the base 100 points.

8.5. NO SHOOT – all targets which have been hit, but shouldn't have. Negative points for NO SHOOTs are equal to HIT values on that stage.

8.6. Every captured waypoint has a value between 50 and 200 points. Point value depends on the distance to that waypoint from the shooting range.

8.7. Tactical tasks have different point values. Main tactical task (Light Infantry only) has a value of 600 points, and other tactical tasks have a maximum value of 400 points..

8.8. Lack of the mortar on the waypoint or lack of the mortar on the range after the competition ends equals to an amount of 200 points subtracted from the final result.

8.9. Lack of any part of the required equipment anytime during the competition equals to 100 points subtracted from the final result.

8.1.1 Procedural penalty on a shooting stage has a value of 100 points, unless stage description states otherwise.

8.1.2. Getting caught by the pursuit patrol has a penalty value of 50 points.

9. Disqualifications and warnings

9.0. First safety rules infringement will result in a warning and a procedural penalty.

9.1. Second safety rules infringement will result in a DQ.

9.2. Carrying a loaded firearm while outside the shooting range will result in a DQ.

9.3. Disobeying RO commands for the first time will result in a warning and a procedural penalty.

9.4. Disobeying RO commands for the second time will result in a DQ.

9.5. Using any kind of vehicle on wheels during the navigation will result in a DQ.

9.6. Resupplying during the competition from a car left at the parking spot, or from premade hidey holes will result in a DQ.

9.7. Using forbidden equipment will result in a DQ.

9.8. Getting intravenous fluids from medical staff during the competition will result in a DQ.

9.9. Lack of a rifle suppressor during shooting results in a DQ, redistribution of all wealth and property and 5 years of hard work in a gulag in Vorkuta.

10. Obligatory, additional and forbidden equipment

10.0 It is required that every single competitor has the following throughout the competition:

– a semi-automatic centerfire rifle chambered in any of the intermediate calibres (.223/5.56 NATO/7,62x39/5.45x39 etc. ARE ALLOWED) (.300 BLK, .308 WIN, 6.5 Creedmor, .458 SOCOM etc. are NOT ALLOWED)

– operational sights (or any optical sights)

– at least 400/330/300 (Light/Lighter/Lightest categories) rounds for the rifle

– suppressor for the rifle, which reduces the sound by at least 20dB, used at all times throughout the competition (only Light and Lighter categories) (if your country does not allow suppressors - contact us beforehand - the quicker the better)

– it is required to carry at least 4 fully loaded magazines throughout the whole competition

– at least 4 magazines for the rifle

– at least 4 magazine pouches

– weapon flashlight for the rifle (only if you wish to shoot the night time shooting stages, maximum night shooting distance is 150m)

– a centerfire pistol

– handheld flashlight or a gun flashlight mounted on the pistol

– at least 2 magazines for the pistol

– hard holster for the pistol which protects the trigger (soft holsters are NOT allowed)

– At least 180/110/110 (Light/Lighter/Lightest categories) pistol rounds

– hearing and eyesight protection

– a compass/busola

– a backpack

– a whistle

– a red light stick (only if you wish to shoot during the night)

– a fully charged phone

10.1. Additional equipment (not necessary):

(if you wish to do some of the tasks on your own in order to gain more points for those particular tasks, and other equipment which could be useful)

- a charged radio with 70cm bandwidth (with programmed PMR bandwidth without CTCSS) and a spare battery for that radio (one radio per pair, only if the competitors want to complete a special task announced during the competition)

- a climbing harness or similar, a mountaineering carabiner, a belaying device

(only if the competitors want to take part in climbing tasks, belaying(securing) by themselves, which will give them extra points)

- climbing boots (only if the competitors want to take part in climbing tasks, belaying(securing) by themselves, while using the hardest path, which will give them extra time bonuses)
- thick gauntlets used for rappelling (for example welding gauntlets). It is important that they can't have any rubber additives which will melt during rappelling, only if the competitors want to compete in climbing tasks alone, without help)
- a gas mask with operational filters (tear gas filters) which is suitable for shooting, airtight and comfortable enough (the organiser provides cheap, uncomfortable masks)
- an infantry shovel (one per pair, in order to complete a digging task)
- a combat tourniquet certified by U.S. Department of Defense Committee on TCCC (in order to complete the "wounded" stage with your own, tested tourniquet)
- Power Tape/duct tape and a black, waterproof felt-tip pen (in order to secure your container in the hangout area)
- a headlamp with fresh (fully charged) batteries
- a map cover (which will protect it from rain)

10.2. Forbidden equipment:

- any kind of vehicles or other, similar devices which could aid in movement of the competitors or their equipment
- compensators (muzzle brakes) which make gunshots louder
- tracer, incendiary or armour-piercing ammunition

It is strictly forbidden to drink, use or possess any kind of alcohol, drugs, narcotic substances during and before the competition!

10.3. For competitors from outside European Union it is possible to take part in the competition with rented firearms and ammunition. In that case, competitors have to attend shooting stages just like everyone else with all required equipment, and after their shooting window they leave firearms and ammunition in a special deposit on the range. While navigating or doing tactical tasks they will use firearm replicas (real dimensions and weight). Costs to rent firearms, suppressors, ammunition and other equipment will be determined individually with each competitor by the organiser.

11. Prizes and starter packages

11.0. At the end of the competition, we'll randomly distribute prizes from our sponsors and the organisers, for competitors who will decide to stay until the end of their respective category.

11.1. Every pair will receive a starter package with goodies from our sponsors. These will be handed out on the day of the briefing, after parking the car.

12. Registration, payments, resignations

12.0. You can only register via a special google form available on the event page:

<https://www.strzelamyinaczej.pl/wydarzenia/kategoria/zawody-strzeleckie/>

12.1. After at least 50 pairs register, the organiser sends out emails with a bank account number. We will ask for a payment of 1000 PLN per pair (Lightest Infantry), 1400 PLN per pair (Lighter Infantry) and 1800 PLN per pair (Light Infantry). We will wait for 7 days for the payment.

12.2. Maximum number of pairs:

- Light Infantry category - 40 pairs
- Lighter Infantry category - 32 pairs
- Lightest Infantry category - 12 pairs

12.3. The payments are not returned in case of a resignation. The organiser allows switching with different competitors, but only maximum 2 weeks prior to the competition, because we need to notify the Police Department and Forest Service of that event.

12.4. We allow personal changes in pairs maximum 2 weeks prior to the competition (for example switching one competitor with another).

13. Targets used during the competition

13.0. Throughout the competition, in all categories, there will be following targets::

- steel circles, diameters 30cm, 20cm, 15cm, 10cm
- steel squares 25x25cm
- steel busts 40x30cm with heads 15x15cm
- steel mini poppers (IPSC)
- steel poppers (IPSC)
- steel Momentum target with circles in diameters of 24 cm and 20cm
- swinging targets (mickey mouse type) with steel plates
- rubber reactive targets, diameter 15cm
- cardboard IDPA targets
- cardboard Mini IPSC targets
- targets printed on A4 or A3 paper sheets

14. Organizer's and competitor's responsibility, dangers and healthcare

14.0. This competition is associated with great physical effort. Every competitor must be aware of these dangers and risks, which can happen during the competition:

- risk of hypothermia, body overheating (the temperature is changing constantly)
- risk of dehydration (it is important to carry enough water)
- great heights (risk of falling, muscle sprains or broken bones)
- deep water reservoirs, rivers and lakes (risk of drowning)
- shooting (risk of getting shot by accident, loss of hearing or dysfunctions)
- shooting with a silencer (risk of skin burns)
- great physical effort (risk of fainting, many kinds of injuries)
- great weights of items used during the competition (for example carrying tires during some stages) (risk of strains, sprains, breaking a bone if something falls, etc.)
- risk of losing track and not being able to contact anyone (for example if your phone dies)
- risk of getting buried (tunnels, lack of oxygen, getting crushed by dirt masses)

14.1. Before the competition starts, the competitors have to sign a document in which they agree, that they are aware of the risks and dangers of this competition and that they are willing to take the risk. The competitors are supposed to have their own medical insurance, and in case of any injuries or other health problems they will not seek redress from the Organizer and any other people associated with the competition.

14.2. The Organizer has a third party liability insurance for the competition, for an amount of minimum 500 000 PLN.

14.3. The Organizer provides an ambulance and an adequate number of medical personnel, a special tough terrain ambulance for the time of the competition. The Organizer notifies the closest hospital of the competition.

14.4. The Organizer tries to minimise any risk of injuries during the competition, by providing experienced and skilled personnel.

14.5. The competitors will receive a special emergency number before the competition which they can use in case of an emergency.

14.6. Competitors who do not feel well, either physically or mentally, should resign from the competition or take part only in tasks they are able to finish.

14.7. If any of the competitors decides to resign during the competition, they are obliged to notify the match director of that fact as soon as possible and leave their gps tracker in the range master's tent.

Disclaimer:

If you're unsure or you don't understand something, feel free to contact us via email:
info.lightinfantry@gmail.com

GDPR:

In accordance with Article 13 para. 1 and para. 2 of the Regulation of the European Parliament and of the Council (EU) 2016/679 of 27 April 2016 on the protection of natural persons in regard to the processing of personal data and on the free movement of such data, and repealing Directive 95/46 /EC (Official Journal of the European Union L. 2016.119.1), General Data Protection Regulation, hereinafter referred to as "GDPR", I inform that, your personal data is processed by the Administrator, based on the competitors agreement.

- 1) The Administrator of your personal data is the association "Klub Strzelających Inaczej KSI" with its registered office at ul. Zielona 10F/10, 80-113 Gdynia, Poland with KRS (national court registry) number 0000574409.
- 2) The data administrator can be contacted via email: zawodylekkapiechota@gmail.com or by telephone number +48 797 479 361.
- 3) Your personal data will be processed for the purpose of competing in the "Light/Lighter Infantry Competition" held at "Podwórze Koguta – Strzelnica w Zielnowie".
- 4) Your personal data will be processed for the time period of 60 months.
- 5) The association "Klub Strzelających Inaczej KSI" ensures that all persons whose personal data is processed have appropriate rights resulting from the GDPR. Therefore, you have:
 1. the right to access personal data, including the right to obtain a copy of this data;
 2. the right to request correction (revision) of personal data - if the data is incorrect or incomplete
 3. the right to request the deletion of personal data (the so-called "right to be forgotten") - in the following events:
 - a) the data is no longer necessary for the purposes for which it was collected or otherwise processed,
 - b) the data subject has objected to the processing of the data
 - c) the data subject has withdrawn the consent on which the processing is based and there is no other legal ground for processing,
 - d) the data is processed unlawfully
 - e) the data must be removed in order to comply with the legal obligation;
 4. the right to request a restriction to the processing of personal data - in the following events:
 - a) the data subject questions the correctness of personal data,
 - b) data processing is unlawful and the data subject opposes data deletion, demanding their restriction instead

c) the administrator no longer needs data for his purposes, but the data subject needs them to identify, defend or pursue claims,

d) the data subject has objected to the processing of the data - pending determination of whether the legitimate grounds on the part of the administrator override the grounds of objection;

5. the right to transfer personal data – in the following events:

a) the processing takes place on the basis of an agreement concluded with the data subject or on the basis of the consent expressed by such person and

b) the processing is automated;

6. the right to withdraw consent to the processing of personal data. To the extent you consented to the processing of personal data, you have the right to withdraw it. Withdrawal of consent does not affect the lawfulness of the processing of data which was made on the basis of consent before its withdrawal.

6) If you believe that the Data Administrator's processing violates the provisions of the GDPR, you have the right to file a complaint with the President of the Office for Personal Data Protection (ul. Stawki 2, 00-193 Warsaw).

7) Providing your personal data is a condition for entering into an agreement for participation in the competition. Refusal to provide data will result in being unable to participate in the competition organised by the data administrator.

GDPR statement:

I hereby consent to the processing of my personal data consisting of: name and surname, nickname, e-mail address, team name, firearm permit number, telephone number by association "Klub Strzelających Inaczej KSI" based in Gdynia for the purpose of organising and being able to compete in the competition "Light/Lighter/Lightest Infantry" held in Zielnowo. At the same time I declare that I have been informed about my right to access my data and correct it, withdraw my consent to process the personal data at any time, and also that the provision of this data was voluntary.