

REPUBLIC OF TÜRKİYE
MINISTRY OF THE INTERIOR
GENERAL COMMAND OF THE GENDARMERIE
GENDARMERIE COMMANDO TRAINING COMMAND
FOÇA/İZMİR



BORAN-VIII
Sniper Competition Brochure

Day / Time	Monday 12 Oct	Tuesday 13 Oct	Wednesday 14 Oct	Thursday 15 Oct	Friday 16 Oct	Saturday 17 Oct	Sunday 18 Oct	Monday 19 Oct
	COMPANY PROMOTION ACTIVITIES							
09.00 – 12.00	Opening Ceremony and Competition Briefing	<i>Perception Shooting(1)</i> <i>Hostage Shooting(1)</i> <i>Pistol Shooting(1)</i>	Graduated Distance Shooting	Different Caliber Shooting	Elite Observers Day *Scenario Shooting Demonstration *Steel Wings Demonstration *JÖAK-Shooting from Helicopter and Parachute Jump *Helicopter Sling Load Transport Demonstration *Shooting Demonstration	Scenario Shooting	Closing Ceremony	Cultural Excursion
13.00 – 17.00	Zeroing Shootings	<i>Perception Shooting(2)</i> <i>Hostage Shooting(2)</i> <i>Pistol Shooting(2)</i>		Scenario Shooting				
19.00 – 23.00	Free Time	Free Time	Night Shooting(1,2) / Infiltration Different Caliber Shooting	Free Time	Free Time	Competition Gala Dinner	Free Time	

Table 1 - BORAN VIII International Sniper Competition Schedule

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CHAPTER ONE

Purpose, Scope, Legal Basis, and Definitions

1. General: The BORAN VIII Sniper Competition shall be conducted between 12–19 October 2026 at the Gendarmerie Commando Shooting Command. (*Foça/İZMİR*)

2. Purpose: The purpose of this brochure is to establish the rules and regulations to be followed in the BORAN VIII Sniper Competition, which will be organized by the Foça Gendarmerie Commando Training Command.

3. Participation:

a. The Gendarmerie General Command shall participate with two sniper units/teams selected through a preliminary competition.

b. The Army Command, Air Force Command, Navy Command, General Staff Special Forces Command, General Directorate of Security, and Coast Guard Command may participate in the competition. Participants may compete with a maximum of two sniper units/teams consisting of two (2) personnel (*one sniper and one spotter*).

c. Foreign participants may also participate under the same terms, with a maximum of two (2) sniper units/teams, each consisting of two (2) personnel (*one shooter and one spotter*). In addition to the competing personnel, interpreters, administrators, instructors, and observers may also attend.

4. Scope: This brochure covers the participating countries, units, competitors, judging panel, observers, and all personnel assigned in the competition.

5. Legal Basis:

a. The Ministerial Approval of the General Staff dated February 9, 2026, No. E-41561130-370.04-46532829.

b. The General Staff's order dated February 11, 2026, No. E41561130-370.04-46733010.

6. Definitions:

a. Competition Committee: The body authorized to make any changes related to the competition, including rule amendments, cancellation of shooting events, addition of new shooting events, modifications to the format and duration, types and dimensions of targets, as well as changes to the competition schedule. The Committee consists of a total of **three (3) members**: The commander of the Gendarmerie Commando Shooting Command, **the Head of Training Boards**, and **the Head of the Sniper Training Board**; decisions shall be adopted by a majority vote.

b. Referee Board : The body responsible for ensuring the competition is conducted in accordance with the rules specified in the competition brochure or any rules modified by the Competition Committee as needed.

c. Chief Referee: The official responsible for implementing all rules stated in this brochure together with the Referee Board, making decisions regarding situations arising during shooting events not covered in this brochure, evaluating objections and finalizing decisions.

c. Scoring Referees: The official responsible for implementing all rules stated in this brochure together with the Referee Board, making decisions regarding situations arising during shooting events not covered in this brochure, evaluating objections and finalizing decisions and carrying out tasks assigned by the Chief Referee.

d. Range Officer: The official responsible for the execution and the safe conduct of shooting activities.

e. Assistant Range Officer: Personnel responsible for carrying out the orders given by the Range Officer regarding the conduct and safety of the shooting activities and acting as Range Officer when necessary.

f. Range Control Officer: The official responsible for monitoring the range and verifying that competitors are present on the range with the specified firearms and ammunition quantities. After approval by the Range Control Officer, the Range Officer initiates the shooting.

g. Observer Liaison Officer: The official responsible for coordinating and accompanying all activities of personnel from other organizations attending the competition as observers throughout the competition period.

ğ. Foreign Observer Liaison Officer: The official responsible for coordinating and accompanying all activities of participants from friendly and allied countries who attend the competition as observers throughout the competition.

h. Target Control/Recording Officer: The official responsible for ensuring proper, complete and timely placement of targets, marking and recording hits and announcing them at the range and monitoring footage and identifying hits when shots are verified via the camera system.

ı. Shooting Lane Supervisor: The official supervising shooters and carrying out the orders given by the Range Officer or Assistant Range Officer.

i. Referee Secretary: The official responsible for recording referee decisions together with their justifications, delivering all records to the Competition Secretary for official registration and recording objections submitted by competitors and reporting them to the Referee Board.

j. Competition Secretary: The official responsible for properly tracking hits and recording them into the the computer system in coordination with the referee secretaries.

k. Ammo Handler: The official responsible for safely storing ammunition at the range and distributing it according to the number of rounds to be fired.

l. Registration Desk Officer: The official responsible for verifying the identity, firearm serial number, unit number, equipment, and materials of competitors at the firing lane entrance, as well as briefing them on firing lanes and removing safety locks.

m. Range Coordinator: The official responsible for directing competitors whose turn has come to the registration desk and ensuring

proper and timely execution of shooting in accordance with the time schedule.

n. Maintenance Officer: The official responsible for directing competitors to the depot following the safely conduct of firearm maintenance and safety locking procedures.

o. Depot Officer: The official responsible for the storage of competitors' firearms, equipment, and materials, opening the depot before shooting and closing after shooting as well as the documentation of these procedures in the presence of the Referee Secretary and Competitors.

ö. Penalty Points: Penalty points shall be imposed in cases where competitors act contrary to issued directives. **Such points shall be deducted from the Shooting and Activity Score(AFP) or Unit Achievement Score(UBP). Penalty points may range form a deduction of 20 points up to 200 points from the Unit's Achievement Score** in cases involving intentional or gross violations of competition discipline. Intentional violation of safety and accident prevention measures may result in **“disqualification.”** Failure to comply with directives shall be determined by competition officials; however discretionary authority rests with the Referee Board. The Referee Board also holds discretionary authority regarding behaviours not explicitly stated in the directives but which may damage the prestige of the competition. All personnel are authorized to identify and warn against safety nad accident prevention violations.

p. Disqualification: A penalty imposed unanimously by the Referee Board prohibiting a competitor from participating in a shooting event, activity or the entire competition due to actions contrary to instructions and directives contained or not contained in this brochure that require disqualification.

r. Shooting and Activity Score (AFP): These represent the points earned from individual or team-based shooting events, including Perception Shooting, Hostage Shooting, Pistol Shooting, Progressive Distance Shooting, Infiltration Activity, Night Shooting, and Scenario

Shooting. Penalty points deducted from the Shooting and Activity Score are subtracted from the score of the specific shooting or activity being performed. For individual pistol shooting, penalty points for violations of instructions are deducted from the individual shooting score.

s. Unit Achievement Score (UBP): This represent the total score earned by units throughout the competition and included in the success ranking. The calculation of the **Unit Achievement Score** is explained in Chapter Three.

s. Safety Latch: The latch attached to the firing chamber of the firearm between shots.

t. Safety Clip: A plastic clip that locks the sniper rifle mechanism.

u. Target Card: A target card specially prepared for the Perception Shooting event.

ü. Competitor Groups: Groups of competitors formed through a random draw.

CHAPTER TWO

Competition Principles

1. General: The instructions and rules contained in this brochure shall apply to the International BORAN VIII Sniper Competition conducted within the Gendarmerie General Command.

a. Execution:

(1) In the BORAN VIII International Sniper Competition, the activities and shooting events outlined in the third section of this brochure will be conducted.

(2) The activities and shooting tasks conducted in the BORAN VIII International Sniper Competition shall be conducted as a Sniper Unit (*Spotter and Shooter*).

(3) In all shooting rounds of the competition, the shooter and spotter for each unit will be determined at the unit's discretion. Under no circumstances will a role change occur between the shooter and spotter once the shooting has begun. For example, a competitor serving as a spotter in the "Perception shooting" may serve as a shooter in the "Hostage shooting".

(4) The competitor unit will be included in the **Unit Achievement Score (UBP)** ranking, which ranks all competitor units based on the **Shooting and Activity Score (AFP)** earned from these shooting events and activities. No individual success ranking will be established.

(5) The Spotter and Shooter in the Sniper Unit will perform pistol shooting individually using their personal pistols, and the Unit Pistol Shooting Score will be determined based on the average of the points they earn in these pistol shooting rounds.

(6) Competitors will receive an evaluation score in the Infiltration Activity based on the time it takes for **the unit** to complete the activity. **It is essential that** the Sniper Unit **completes** the activity **as a whole**.

(7) Competitors **must carry their identification cards with them** throughout the competition. Competitors are obliged to present their identification cards whenever requested by officials before, during or outside shooting activities.

(8) During the competition, **photography, video recording, social media posts, and drone flights are prohibited** within the Gendarmerie Commando Shooting Command compound, except for authorized personnel.

(9) The senior member of each unit shall also serve as the unit commander, who is also responsible for maintaining discipline within the unit. The unit commander **is responsible for all official procedures concerning the unit**. The unit commander will maintain constant cooperation with the Shooting Lane Supervisors, the Range Officer and the Referee Board regarding security, the proper conduct of the competition and sportsmanship.

b. Drawing of Lots:

(1) For all units participating in the Sniper Competition, a **“Unit Number”** draw will be conducted at the time and location specified in the activity schedule; subsequently, **a separate draw will be conducted for each stage to determine the competitors’ order of appearance.** *(No separate draw will be held for the Scenario Shooting;*

instead, the order of appearance will be determined such that the participant with the lowest total points will be first, and the participant with the highest total points will be last).

(2) The draw shall be conducted by manually drawing a ball from a bag or using a computer program in a digital environment with a **random** system.

(3) Competitors with assigned numbers **shall be referred to by that number throughout the competition** *(for example, the competitor who draws number 5 (five) in the draw will be referred to as “Unit number 5 (five)” until the end of the competition and shall operate under that designation).*

(4) The results of the draw shall be officially communicated to the competitors against their signature.

(5) Before each shooting event, competitors shall apply to competition officials to verify their shooting order and lane according to shooting list prepared based on the draw results. If an error is detected, the situation shall be reported to the Range Officer through coordination officials for correction.

c. Messing:

(1) In accordance with the activity schedule, hot meals shall be provided free of charge to competitors, observers, and assigned personnel at the Foça Gendarmerie Commando Shooting Command.

(2) Additionally, paid ready-made meals and a canteen service shall be available at the activity area.

ç. Accommodation:

Accommodation for participants, observers, and assigned personnel attending the competition will be provided by the Gendarmerie Commando Training Command.

d. Equipment, Weapons, and Ammunition

(1) Equipment:

(a) Competitors may only use equipment and clothing that comply with this directive. The Referees, Range Officer, and Shooting

Lane Supervisor have the authority to inspect a competitor's equipment and clothing at any time.

(b) Only hearing protection equipment shall be used. **Radios, tape recorders, sound-producing devices, or communication systems shall not be used by competitors.**

(c) **With the exception of Infiltration Activity and Graduated Distance Shooting** (*for ballistic calculations*), cell phones, pagers or similar devices shall not be used within **the shooting range**. All cell phones must be turned off.

(c) Competitors shall wear the vests issued to them, which are marked with their participant numbers, throughout the competition. Vests must already be worn upon arrival at the registration desk and may only be removed after inspection at the maintenance station.

(d) Competitors shall wear training uniforms throughout the competition.

(e) Competitors may use shooting ear protection/headsets or earplugs, ballistic shooting goggles, shooting gloves, support bags, and shooting pads during shooting activities.

(2) Weapons and Ammunition:

Participants in the Boran VIII Competition must bring their own firearms and ammunition to the competition; those unable to do so shall be provided by the Foça Gendarmerie Commando Training Command. The Different Caliber Shooting Competition is independent of the Boran VIII competition; only volunteers who **bring rifles and ammunition** of calibers other than .308 may participate. (*At least 200 sniper rounds per rifle, at least 50 pistol rounds per pistol*)

(a) Competitors are primarily expected to bring their own rifles and pistols. Zeroing shall be conducted for rifle shooting events but **not for pistol shooting events**.

BORAN VIII Sniper Competition	
Sniper	Spotter
Sniper Rifle 0.308 in (7.62 mm)	Semi-Automatic Rifle (DMR) 0.308 in (7.62 mm)
Pistol 7.65 mm – 9 mm	Pistol 7.65 mm – 9 mm
Multi-Caliber Shooting Competition	
Sniper	Spotter
Sniper Rifle in any caliber except 0.308 in	

Table 2 – Weapons Permitted for Use in the BORAN VIII and Different Caliber Shooting Competition

(b) Each rifle shall be used exclusively by the assigned team member; **the same rifle shall not be** used by another team member. Each pistol shall be used only by the assigned personnel; the usage of the same pistol by another individual **shall not** be permitted.

(c) The competitor **will use the same firearm** (*Sniper Rifle/Pistol*) **throughout all stages of the competition**, unless it becomes inoperable due to malfunction. **Firearm serial numbers shall be checked** before each shooting event. Competitors whose firearms become inoperable due to malfunction shall use the new firearm issued to them. *[They shall be permitted to zero in on their new firearm at a time and place deemed appropriate by the Referee Board. No additional zeroing will be permitted outside this provision.]*

(c) Competitors shall store **their rifles, pistols, and ammunition** in the depot facilities designated by Gendarmerie Commando Shooting Command **from the moment of their arrival**. The deposit and retrieval of firearms from storage must take place **in the presence of a committee** (*consisting of 1 depot officer, 1 assigned personnel, and 2 competitors from different units*) and will be documented by signature. **The depot facilities shall be monitored and recorded by a camera system operating 24-hour basis**. In subsequent stages, rifles must be brought to the competition area (*registration desk*) in closed carrying cases. Pistols must be brought in holsters without magazines inserted.

(d) Maintenance of issued firearms and equipment shall be the responsibility of the competitors and shall be conducted **at the maintenance station** within the competition area.

(e) Magazines and ammunition shall be distributed to competitors by the shooting lane supervisor. Any missing ammunition or defective magazines must be reported before shooting begins; objections submitted at a later time shall not be accepted. Competitors who lose their ammunition shall not be provided with new ammunition and shall complete their shooting with the remaining ammunition.

(f) Competitors **may or may not use suppressors throughout all shooting events** in the competition. Competitors may participate in the shooting events using primary and auxiliary equipment **of their own choosing**—such as bipods, scopes (*regardless of magnification*), ammunition, etc.—and may use their own ballistic and personal protective equipment.

2. Rules:

a. Safety Rules:

(1) Competitors shall not be permitted to enter the firing ranges at any time other than during shooting sessions or leave the designated areas.

(2) Anyone present in the competition area **is authorized to stop the shooting at any time in case of an unsafe situation**. If any dangerous condition or accident risk exists, competitors shall immediately notify officials.

(3) The Range Coordinator, the RefereeBoard, the Range Officer/Assistant Range Officer, the Range Control Officer, and Shooting Lane Supervisors **may inspect competitors firearms, equipment, and identification at any time**.

(4) Firearms must be transported and handled at **all times in a carrying case, secured with a safety latch or safety clip, or in a holster (for pistols)** to ensure safety. Firearms may **only** be removed from the carrying case or holster **at the firing line**. Competitors must not

remove their firearms from the firing line **without permission of the Range Officer.**

(5) **Dry-firing and aiming practice are strictly prohibited** throughout the competition. All assigned personnel are authorized to issue warnings if such an incident occurs.

(6) During firearm maintenance, **unloading** procedures shall be conducted **under the supervision of maintenance officer.**

(7) During shooting, firearms shall always be pointed toward **the target line** (*safe direction*).

(8) Before leaving the firing lane, competitors **shall verify** that the trigger and mechanism are in the safe position and that there is no cartridge in the chamber, then insert the safety latch and have the condition verified by **the shooting lane supervisors.**

(9) After leaving the firing line, competitors shall be inspected again by **the Maintenance Officer** at the maintenance station.

(10) Following the completion of maintenance, firearms shall be secured with a **safety clip.** This safety clip shall be removed at the registration desk when the unit's next shooting event begins.

(11) In the event that the safety latch or safety clip is lost or accidentally breaks, competitors shall **immediately** notify any assigned officer and ensure replacement with a new one.

(12) Competitors shall begin firing upon the command "**FIRE AT WILL!**" or an audible signal (*whistle, siren, etc.*), and will cease firing immediately upon the command "**CEASE FIRE!**" or an audible signal (*whistle, siren, etc.*), even if the firing task is not yet completed.

(13) The Range Officer is responsible for issuing the commands "**FIRE AT WILL!**" and "**CEASE FIRE!**" as well as other necessary audible signals (*whistle, siren, etc.*). Shooting Lane Supervisors shall ensure compliance with commands, the timely distribution of loaded magazines, and the safe handling of firearms.

(14) After the "**CEASE FIRE!**" command is given, it is prohibited to touch the firearm, aim, reload, or perform any other action

other than unloading the firearm, without the shooting lane supervisor's permission.

(15) Smoking or e-cigarette use is prohibited at the range.

(16) Any personnel who interfere with the proper conduct of the shooting or obstructing competition officials from performing their duties shall be removed from the shooting range by the Range Coordinator, Referee, or Range Officer/Assistant Range Officer.

b. Competition Rules:

(1) Competitors may continuously collect data using wind/air measurement devices; however, **distance measurements using a laser rangefinder are prohibited outside the firing line.** All assigned personnel are authorized to issue warnings if such an incident occurs.

(2) The rule applicable to right-handed shooters shall apply in reverse for left-handed shooters.

(3) Unless a rule is specifically stated to apply to either male or female competitors, it applies equally to both. Female competitors/units are granted an additional 20% time in individual/unit shots *where both are female*, and additional 10% time in individual/unit shots *where only one is female*.

(4) The Range Coordinator, the Referee Board, the Range Officer/Assistant Range Officer, the Range Control Officer, and Shooting Lane Supervisors have the authority to inspect competitors' firearms, equipment, or shooting positions at any time, including during the competition. Such inspections shall not be conducted while a competitor is shooting. However, **immediate intervention shall occur** in the event of a safety threat.

(5) If a competitor arrives late to **the competition, they will not be allowed to participate and will not receive points for that round;** however, if the reason for the delay is due to circumstances beyond their control, the Referee Board shall evaluate the situation . If it can be proven that the competitor's lateness was due to reasons beyond their control, the Referee Board may grant additional time at an appropriate moment **without disrupting the competition's shooting**

schedule. In this case, the Referee Board will determine when and from which shooting position the competitor will resume firing.

(6) If a competitor's medical condition deteriorates or a medical report is issued, the Referee Board may decide whether to withdraw the competitor from the competition. No re-fire or rescheduling shall be granted for the competitor who withdraws due to medical reasons or for whom the Referee Board decides by majority vote to withdraw.

(7) In the event of a violation of competition rules or the detection of behavior that damages the prestige of the competition, the Referee Board may impose **a penalty of between (20) and (200) points** or, depending on the severity of the situation, may **unanimously** decide to **disqualify the competitor**.

(8) If the shooting is interrupted due to safety or technical reasons unrelated to competitor's fault, the time the competitor was unable to use shall be granted as additional time by the Referee Board's decision or the competitor shall be allowed to repeat the shooting event from the beginning.

(9) If a cross-shot is made accidentally during the round, the highest-scoring shots on the target of the competitor who was the target of the cross-shot shall be considered valid. **The competitor conducting the cross-fire shall receive no points for hits on targets other than his own.** However, if a cross-shot is intentionally made with the intent to alter the competition standings, both the shooting unit and the affected unit shall have their scores invalidated, neither unit shall receive points for that shooting event. If necessary, the Referee Board may decide to disqualify these participants.

(10) If a competitor believes they were disturbed while shooting, they shall secure their firearm and notify the Shooting Lane Supervisor or the Range Officer. If an investigation conducted at the competitor's request determines that the competitor was indeed disturbed during the shot, the disturbed competitor's shot shall be cancelled by the Referee Board, and the competitor will be allowed to

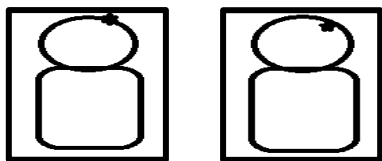
take another shot. If disturbance cannot be confirmed, the shot shall be considered valid, the competitor shall continue shooting, no penalty shall be imposed, and no re-fire shall be granted. Competitors determined to have disturbed other competitors shall be subject to disciplinary action by the Referee Board **for disrupting the order of the competition.** This action shall be assessed by the Referee Board as either a penalty point or, depending on the severity of the situation, disqualification.

(11) Marking and Recording of Shot Scores:

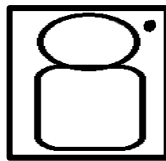
(a) In all shooting events other than those in the Graduated Distance Shooting, Target Control/Recording officials shall verify the target with at least one (1) Referee to determine the number of hits and the score, announce the results aloud, and record them. **The Target Control/Recording Officer** will submit the shooting results to the competition secretary for **recording and** notification to **the competitors in exchange for their signatures.** In the Graduated Distance Shooting, hits in the relevant sections of the Scenario shooting and in the night shooting will be determined using footage recorded by camera.

(b) When evaluating hits on the target, hits on the line shall be considered and counted as valid.

Valid Hit



Invalid Hit



(12) Malfunctions:

(a) General;

1) If a firearm malfunctions or becomes inoperable, Competitor shall notify the Shooting Lane Supervisor and **the competitors shall be permitted to resolve the malfunction under the shooting lane supervisor control.**

2) If a shot cannot be fired due to a malfunction and the competitor wishes to report the malfunction, he shall secure the firearm and raise his hand to inform the Shooting Lane Supervisor. The Referee Board may decide to provide a replacement firearm or allow the competitor to withdraw from the competition. Competitor for whom a decision has been made to replace the firearm due to a malfunction will be granted the right to zero his firearm at a time and place determined appropriate by the Referee Board.

(b) Types of Malfunctions;

1) Malfunctions Eligible for Additional Time; If a competitor experiences an unresolvable jam, they will be granted a reasonable amount of time to resolve it with the assistance of a firearm/optics technician, and the remaining shooting time shall be paused. If the jam or malfunction is not caused by the competitor's own error, additional time and a re-fire will be permitted.

Unresolvable jam situations include;

- a) A bullet jammed in the barrel,
- b) The firearm mechanism failing to function,
- c) A loaded cartridge failing to exit the magazine or chamber,
- c) The firearm failing to fire despite the trigger being pulled,
- d) Breakage of the firing pin or damage to any part of the firearm that renders it inoperable.

2) Malfunctions not Eligible for Additional Time;

- a) The competitor failing to load the firearm,
- b) The competitor having loaded fewer rounds than specified,
- c) A malfunction resulting from a situation that the competitor can correct.

3. Rule Violations and Procedures:

The Referee Board is authorized to issue a warning or impose a **penalty of (20) to (200) points** to competitors who act in violation of the competition rules, and to **disqualify** them by unanimous decision when necessary. In the event of any violation, if the competitor

immediately reacts to correct the error, only a **WARNING** may be issued.

RULE VIOLATIONS AND CORRESPONDING ACTIONS	
Rule Violation	Procedure / Penalty Points
Measuring the distance to the target line with a laser rangefinder from behind the firing line.	Receives (0) points from AFP.
(1) Practicing dry-firing and aiming during the competition.	Receives (0) points from AFP.
If competitors remove or take their firearm without having it inspected by authorized personnel	20 penalty points deducted from the AFP.
A firearm outside the firing line that is not equipped with a safety catch or safety latch, or is not in its holster (pistol)	20 penalty points deducted from the UBP.
(2) Use of sound-producing or communication systems	Disqualification
A competitor who does not wear the competition vest within the designated area	20 penalty points deducted from the UBP.
Wearing a vest belonging to another unit	50 penalty points deducted from the UBP.
Intentionally participating in the shooting with a vest belonging to another competitor and thereby influencing the shooting result	Disqualification
A unit that intentionally causes another unit to shoot during its own shooting sequence	Disqualification
A competitor found with pistol or rifle ammunition outside the shooting area	50 penalty points deducted from the UBP.
Firing before the “FIRE AT WILL!” command or after the “CEASE FIRE!” command	(3) The number of hits on the target corresponding to each shot fired is disregarded.
(4) Smoking a cigarette or e-cigarette on the firing line	20 penalty points deducted from the UBP.
(1) Obstructing another competitor in an unsportsmanlike manner	results in a penalty of between 20 and 200 points.

(1) When a competitor who exhibit behavior that disrupts the competition order, ⁽⁵⁾ and unnecessarily occupies the competition area	20 penalty points deducted from the UBP.
(1) May be Disqualification by decision of the Referee Board. (2) May be used for infiltration activities and progressive-distance shooting. (3) In shots where hits are scored differently in different zones, the number of hits with the higher point value will be disregarded; after the high-scoring hits, the low-scoring hits will be disregarded. If an unsafe situation arises as a result of this shot, the unit may be “ Disqualification ”. (4) If a fire is caused, the participant will be disqualified . (5) Observers and coaches who disrupt the competition order or unnecessarily occupy the competition area will be removed from the competition area.	

Table 3 – Rule Violations and Consequences

4. Objections and Actions to Be Taken:

a. Verbal Objections;

(1) If a competitor believes that competition directives have not been followed, disagrees with a decision made by the Referee Board or an action they have taken, feels obstructed or disturbed by others, or is forced to pause his shot for an extended period due to equipment failure, irregularities, or similar issues, they may **immediately submit a verbal objection**.

(2) The Shooting Lane Supervisor, Range Officer, and Referees shall immediately consider objections. The opinion of the Referee or the Referee Board shall be obtained to resolve the objection. The Range Officer or Referee may temporarily suspend the shooting, if necessary, to evaluate the objection.

(3) **The right to submit an objection is limited to competitors (*Shooters-Spotters*).** Other personnel who are not competitors (*team leaders, observers, interpreters, guests, etc.*) do not have the right to submit an objection. If an objection is submitted by personnel other than competitors, such personnel will be removed from the shooting range and shall not be permitted to participate in subsequent activities.

b. Written Objections;

(1) A competitor who **does not agree with** the decision made or the action taken following a verbal objection may submit a written objection to the Referee or the Referee Board **within 30 minutes** of the decision being explained to them.

(2) Competitors may **also file a written objection** directly within **(30) minutes** without first making **an oral objection**. **The Referee Secretary is responsible for ensuring the preservation** of the disputed matter.

(3) Competitors may not submit written objections after the expiration of the **30-minute** objection period concerning the disputed issue.

(4) In both written or verbal objections, the decision rendered by **“a majority vote”** of the Referee Board following the review shall be final.

CHAPTER THREE

Activities and Shooting Events to Be Conducted And Evaluation Principles

1.General Rules for the Firing Line:

a. Competitors shall undergo a firearm and equipment check at the registration desk.

b. Competitors shall proceed to the shooting lanes according to the shooting order determined by the draw.

c. On the shooting lanes, competitors will stand and wait with their firearms, equipment, and materials in their carrying cases.

ç. Once the shooting time begins, the competitor will start their preparations. Observation and low-volume conversation are permitted. *(Wind indicators may be placed in the front area to measure wind during distance shooting)*

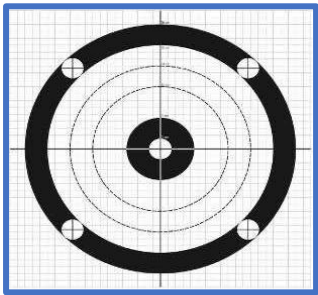
d. Shooting shall commence upon the Range Officer's command: **“The (...) -minute shooting period has begun. Fire at will.”** *(If a shot is fired before the verbal warning or the “Fire at will” command, the shot will not be stopped; the competitor who fired will be penalized by the number of shots they fired.) In scored shooting, the highest-scoring shot will be voided. The Shooting Lane Supervisor is responsible for monitoring this situation).*

e. Upon the Range Director’s verbal warning or “Cease Fire” command, shooters shall cease firing (*if firing continues after the verbal warning or “Cease Fire” command, the unit will be penalized for the number of shots fired. In scored shooting, the highest-scoring shot will be voided. The Shooting Lane Supervisor is responsible for monitoring this situation*).

f. Upon the Range Director’s commands, firearms will be unloaded and secured; safety latches will be engaged, and the firearms will be moved to the maintenance station in an unloaded and safe condition.

2. Execution of the Zeroing Firing Activity:

The Sniper Unit shall zero their firearms by firing at their own zeroing target papers from a distance they determine based on the type of firearm, in intervals, and using **a maximum of 15 rounds per firearm**. The zeroing shot shall be performed by the unit only once. Competitors are not entitled to a second zeroing attempt during the competition, except in extraordinary circumstances (*malfunction, firearm replacement, etc.*). Each participant shall shoot using their own firearm and equipment. **No zeroing shall be conducted for pistol shooting.** For the Scenario shooting, participants who have not brought a DMR (*Designated Marksman Rifle*) shall use the DMR provided for the competition, which has already been zeroed.



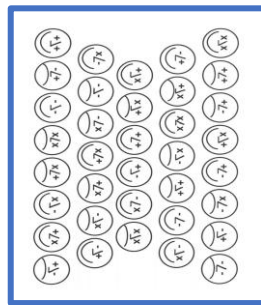
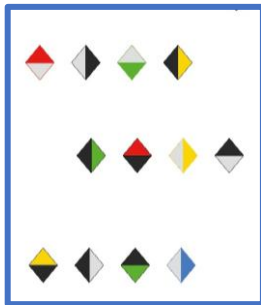
This is an example. Different zeroing target sheets may be used.

Shooting Task	Number of Shots	Distance	Shooting Position	Target Type
Zeroing Shotting	15 Shots	-	Supported Prone Position	Zeroing Target Sheet

Table 4 - Zeroing Shot

First Stage: The Arena of The Marksmen

3. Execution of the Perception Shooting:



This is an example. Different perception targets may be used

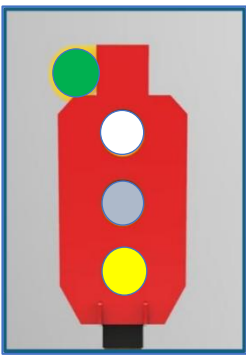
Shooting Task	Number of Shots	Distance	Target Type	Time	Points
Perception Shooting (1)	3 Shots	100 m	Perception Target	90 sec	300
Perception Shooting (2)	1 Shots	100 m	Perception Target	60 sec	200

Table 5 - Perception Shooting

Number of Correct Targets Hit	Scoring	
	1. Perception Shot (Easy)	2. Perception Shot (Hard)
3	300 Points	-
2	200 Points	-
1	100 Points	200 Points
0	0 Points	0 Points
Only one hit on the target shall be considered valid .		

Table 6 - Perception Shooting Evaluation

4. Execution of Hostage Shooting:



This is an example. Different hostage targets may be used.

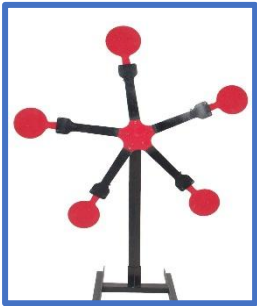
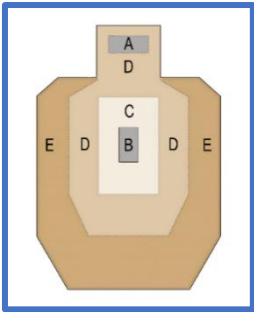
Shooting Task	Number of Shots	Distance	Target Type	Time	Score
Hostage Shooting (1)	1 Shots	0-150 m	Hostage Target	30 sec	200
Hostage Shooting (2)	4 Shots	0-300 m	Hostage Target	45 sec	300

Table 7 – Hostage Shot

Hostage Shooting (1)	Number of Hits	Scoring
Red Zone	1 Hit	200 Points
Hostage Shooting (2)	Number of Hits	Scoring
Green Zone	1 Hit	120 Points
White Zone	1 Hit	80 Points
Blue Zone	1 Hit	60 Points
Yellow Zone	1 Hit	40 Points

Table 8 – Hostage Shooting Evaluation

5. Execution of Pistol Shooting:



This is an example. A different pistol target may be used.

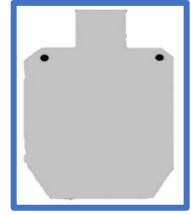
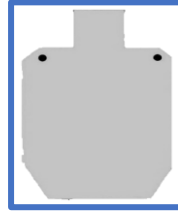
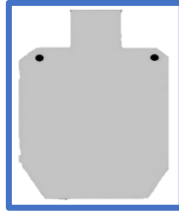
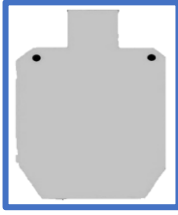
Shooting Task	Number of Shots	Distance	Target Type	Time	Score
Power-building Shooting	5+5 Shots	8-15 m	Scored Pistol Target	120 sec	300
Duel Shooting	5 Shots	12 m	Material Target	60 sec	200

Table 9 – Pistol Shootings

Hit Area	Number of Hits	Scoring	
		8 Meters	15 Metre
A	1 Hit	20 Points	40 Points
B	1 Hit	15 Points	30 Points
C	1 Hit	10 Points	20 Points
D	1 Hit	5 Points	10 Points
E	1 Hit	1 Points	2 Points
Target Type	Number of Hits	Scoring	
Material Target	1 Hit	40 Points	

Table 10 – Pistol Shooting Evaluation

6. Execution of Graduated Distance Shooting:



Örnektir. Farklı Hedef Kullanılabilir.

Shooting Task	Number of Shots	Distance	Target Type	Time	Score
Graduated Distance Shooting	8 Shots	300–900 m	4 Material Target	12 min	750

Table 11 - Graduated Distance Shooting

Number of Targets		First Shot	Second Shot
1st Target		50 Points	25 Points
2nd Target		100 Points	50 Points
3rd Target		200 Points	100 Points
4th Target		400 Points	200 Points
1	It is essential for the shooter to achieve success within the first two rounds .		
2	If the shooter hits the target at any level on the first shot, full points for that stage shall be awarded. If he hits it on the second shot, half points for that stage shall be awarded. If no hit is achieved within two shots, the shooter shall drop a lower stage.		
3	The shooter is never eliminated from the first level; the shooting continues .		
4	When the shooter drops to the next lower level, they lose any points previously earned at that level, and if they hit the target at that level, they earn half a point.		
5	The shooter may be demoted by at most one level; he is not demoted a second time, and even if he hits on the second, third, or subsequent shots at the level to which he was demoted, he receives half a point from that level.		
6	If a shooter advances again to a higher level after having been demoted to a lower level, only half points shall be awarded for that level even if the target is hit on the first shot.		

Table 12 - Graded Distance Shooting Evaluation

Stage Two: The Night Is Falling

7. Execution of Infiltration Activity:

Number of Targets	Distance	Target Reading	Time	Points
4	11 km	ECS (<i>Electronic Control System</i>)-Stapler	3 hours	500

Table 13 - Infiltration Activity

Duration	Score Status
0-90 minutes	500
90-120 minutes	400
120-150 minutes	300
150-165 minutes	200
165-180 minutes	100
Over 180 minutes	0

Table 14 - Infiltration Activity Evaluation

8. Execution of Night Shooting:

Shooting Task	Number of Shots	Distance	Target Type	Time	Score
Night Shooting (1)	3 Shots	300-800 m	Thermal Material Target	5 min	450
Night Shooting (2)	1 Shots	300-800 m	Material Target	3 min	300

Table 15 - Night Shooting

Number of Hits on Target	Scoring
3	450 Points
2	300 Points
1	150 Points
0	0 Points

Table 16 - Night Shooting (1) Evaluation

Number of Hits on Target	Scoring
1	300 Points
0	0 Points

Table 17 - Night Shooting (2) Evaluation

Stage 3: The Ultimate Confrontation

9. Execution of Scenario Shooting:

Shooting Task	Number of Shots	Distance	Target Type	Time	Score
Rooftop Shooting	1 Shot	600 m	Material Target	8 min	200
Platform Shooting	3 Shots	200 m	Material Target <i>(From a Moving Platform)</i>		300 <i>(100 Points per Hit)</i>
Pendulum Target Shooting	1 Shot	200 m	Key Material Target		50
	3 Shots	200 m	Pendulum Target		150 <i>(50 Points per Hit)</i>
Weak Hand Shooting	3 Shots	300 m	Material Target		300 <i>(100 points per Hit)</i>
Moving Target Shooting	3 Shots	300 m	Material Target		300 <i>(100 points per Hit)</i>
Pistol Shooting	4 Shots	8 m	Pistol Target		200 <i>(Zone A: 50 Points)</i>

* Shooting tasks on the gray background will be conducted by the Spotter; other tasks will be conducted by the Sniper. The Unit Achievement Score (UBP) shall be evaluated over a maximum total of 1,500 points.

Table 18 – Scenario Shooting Evaluation

10. Scenario Shooting Safety, Accident Prevention, and Implementation Special Instructions:

a. Equipment inspections shall be conducted at the starting point. Ballistic vest, helmet, and eye protection goggles are mandatory. Snipers shall carry a pistol.

b. Competitors dropping equipment shall retrieve it by returning the same route. Competitors who violate the course route will be warned; if a route violation occurs despite warnings, they will be disqualified and will not receive points for the scenario shooting. Competitors must complete the course using the same firearms, equipment, and materials they started with.

c. Course Penalty Points;

- | | |
|---|-------------------|
| (1) General rule violation | : 20 p |
| (2) Releasing the weight too early | : 20 p |
| (3) General Safety Error | : 20-200 p |
| (4) Competitors stepping in front of the muzzle | : 50 p |
| (5) Moving forward without securing the firearm | : 50 p |
| (6) Pointing the loaded firearm at anything other than the target: | |

Disqualification

ç. Execution of the Scenario Shooting:

(1) The Range Officer will call a cease-fire upon completion of the scenario shooting. Coordinating the timing is the responsibility of the unit.

(2) The course duration is 8 minutes; the Competitor Unit shall be warned at the 8th minute and, following the end of the 8th minute, shall continue the Scenario Shooting from where they left off without ceasing fire. For every second of delay beyond the 8-minute limit up to the 9th minute, **5** points shall be deducted. Even if the course is not completed, shooting shall be halted at the 9th minute, and the points the competitor has earned up to that point shall be recorded as the Scenario Shooting Score.

(3) Time shall be stopped upon completion of the pistol shooting (*after the 3rd shot*). An additional 1 point will be added to the Scenario Shooting Score for every second the competitor finishes early.

(4) The Sniper and Spotter must perform the following commands in the order given by the Range Officer: **“Remove Magazine,” “Pull Charging Lever/Handle,” “Visually check the Chamber,” “Push the Charging Lever Forward,” “Dry Fire towards the Target,” and “Engage the Safety Latch and Secure the Weapon”** commands, in that order, to secure their weapons using the charging lever and trigger safety.

d. Breaking the Tie;

(1) In the event of a tie among participants, the one with a higher score **in the Ultimate Confrontation (*Scenario Shooting*) stage** shall gain the advantage.

(2) If success in the Scenario Shooting stage is also equal, the unit with the better performance **in the Night Is Falling (*Infiltration, Night Shooting*) stage** shall gain the advantage.

(3) If success in Infiltration and Night Shooting is also equal, the unit with the better performance **in the Arena of the Marksmen (*Perception, Hostage, Pistol, and Progressive Distance Shooting*) stage** shall gain the advantage.

(4) If the tie remains unbroken, to determine the winning unit, competitors shall first be required to make a **single** test shot at a **50x50 cm** material target located **1,000 meters** away. Subsequently, the competition shall proceed with competitors taking turns shooting at the same target until the tie is broken.

(5) The winning unit shall be announced following the evaluation by the Referee Board.

UNIT ACHIEVEMENT SCORE SCORECARD	
The ARENA of the MARKSMEN	2,250 points
<i>Perception Shooting</i>	<i>500 points</i>
<i>Hostage Shooting</i>	<i>500 points</i>
<i>Pistol Shooting</i>	<i>500 points</i>
<i>Graduated Distance Shooting</i>	<i>750 points</i>
The NIGHT is FALLING	1,250 points
<i>Infiltration Activity</i>	<i>500 points</i>
<i>Night Shooting</i>	<i>750 points</i>
The ULTIMATE CONFRONTATION	1,500 points
<i>Rooftop Shooting</i>	<i>200 points</i>
<i>Platform Shooting</i>	<i>300 points</i>
<i>Pendulum Target Shooting</i>	<i>200 points</i>
<i>Weak Hand Shooting</i>	<i>300 points</i>
<i>Moving Target Shooting</i>	<i>300 points</i>
<i>Pistol Shooting</i>	<i>200 points</i>
Total	5,000 points

Table 19 – Evaluation of the BORAN VIII Unit Achievement Score

The format, duration, scoring, and other details of the shooting exercises specified in the brochure will be explained in detail during the competition briefing. These details may be modified by the Gendarmerie Commando Training Command as needed. Any changes will be announced during the competition briefing or will be communicated electronically.

CHAPTER FOUR

Different Caliber Shooting Competition

1.General:

a. The Different Caliber Shooting Competition is a separate competition from the BORAN VIII Sniper Competition.

b. All safety, discipline, and competition rules outlined in the brochure also apply to the Different Caliber Shooting Competition.

c. Participants in the Different Caliber Shooting Competition shall voluntarily participate using rifles of calibers other than .308. Competitors will bring their own rifles and ammunition. **No firearms, equipment, or ammunition shall be provided for this competition.**

ç. Zeroing for the Different Caliber Shooting Competition shall be conducted **during the zeroing rounds outlined in the third section of the brochure.** When proceeding to the zeroing rounds for the Different Caliber Shooting Competition, the Shooting Lane Supervisor/Range Officer shall be informed.

d. **The General Rules for the Firing Line, as outlined in the third section of the brochure, apply** to the Different Caliber Shooting Competition.

e. Since *participants* shall join this competition entirely on a voluntary basis, it is essential that participants provide their End-User information prior to arriving at the competition. **Participants who fail to provide this information shall not be permitted to compete.**

f. Competitors may or may not participate in the Different Caliber Shooting Competition using **a suppressor.**

g. In the Different Caliber Shooting Competition, daytime long range shooting and night shooting shall be conducted.

ğ. In the Different Caliber Shooting Competition, night shooting shall take place on Wednesday, following the night shooting of the BORAN VIII Sniper Competition.

2. Execution of Daytime Distance Shooting:

Shooting Task	Number of Shots	Distance	Target Type	Time	Score
Distance Shooting	9 Shots	1.000–2.000 m	Target Material	10 min	750

Table 20 - Distance Shooting

Number of Targets Hit	Number of Rounds Fired	Scoring
3 Targets	3 Shots	750 Points
3 Targets	4 Shots	700 Points
3 Targets	5 Shots	650 Points
3 Targets	6 Shots	600 Points
3 Targets	7 Shots	550 Points
3 Targets	8 Shots	500 Points
3 Targets	9 Shots	450 Points
2 Targets	2–9 Shots	300 Points
1 Target	1–9 Shots	150 Points
0 Targets	9 Shots	0 Points

Table 21 - Distance Shooting Evaluation

3. Execution of Night Shooting:

Shooting Task	Number Shots	Distance	Target Type	Duration	Score
Night Shooting	3 Shots	450-1.500 m	Thermal Material Target	3 min	750

Table 22 - Night Firing

Number of Hits on Target	Scoring
3	750 Points
2	500 Points
1	300 Points
0	0 Points

Table 23 - Night Shooting Evaluation

DIFFERENT CALIBER SHOOTING COMPETITION	
Distance Shooting	Night Shooting
750 points	750 points
Total 1500 Points	

Tablo 24 - Evaluation of the Different Caliber Shooting Competition

The format, duration, scoring, and other details of the shooting exercises specified in the brochure will be explained in detail during the competition briefing. These details may be modified by the Gendarmerie Commando Training Command as needed. Any changes will be announced during the competition briefing or will be communicated electronically.

CHAPTER FIVE

Contact Information

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Table 25 – Contact List

NOTES

