



## 2021 KO2M REGISTRATION INSTRUCTIONS

**Preface:** We have increased the number of shooters we can accept but space is very limited. Ultimately we want the best competition possible and that means selecting applicants based upon merit. The only people that have guaranteed spots are shooters that made the finals last year. Acceptance is based upon the posted ranking structure and the vast majority of shooters will be accepted based upon the ranking alone. Some leeway will be given to international shooters who have performed well at Ko2M international matches and a very few shooters that are involved with developing equipment with an ELR focus will be accepted so they can get first hand exposure and use that experience to develop their equipment further. This ranking will be updated until the end of the registration period on July 12<sup>th</sup>. We know that a lot of people want to come shoot but when it came to a choice between a larger match and a smaller and better match, we chose quality over volume. There will be absolutely no walk on shooters. We suggest that anyone who is ranked 150<sup>th</sup> or above apply if they would like to compete.

**Match Fees:** The cost of registration for FCSA members is \$200. Non-FCSA members must join and that is an additional cost of \$55. You do not have to be a member to send in a registration form and spotters do not have to be members.

**Do not call Karen.** She has nothing to do with the initial registration. Karen does not know who is on the list or can put anyone on the list. Karen will be handling the registration money only. All things to do with the match, the list, and registration and waiver forms will be handled by the committee. Don't call Karen.

**Each shooter must send in their own registration form.** We realize that many people will be registering as teams but we need verified email addresses for everyone. You can electronically fill in the form or print it, fill it out and then scan it as a Pdf. If you absolutely must, you can send in a picture of your form so long as it is legible.

**Once registration opens at 12:00 am UTC on July 1st, forms, may be sent to [ko2m@fcsa.org](mailto:ko2m@fcsa.org)** Once we get your email, we will reply with a received notification. If you don't get a reply within a day you should assume that we did not actually receive your application and you should verify that it was sent to the correct address. Registration will close at 12:00 am UTC July 12<sup>th</sup> and we will contact those shooters who made the shooters list and the standby list within 7 days. If you don't get an email, contact us. Things do get lost in the ether... If you make the shooters list, you will be contacted by email with instructions about payment of match fees.

**Once notified of acceptance, you have 7 days to send in your payment.** If you fail to send in your payment, you will be dropped off the list and your slot will go to the next shooter on the standby list. If you can't make the match and have to cancel, your money will be refunded provided you cancel at least 30 days out. If you cancel, your slot will then go to the next person on the list. You don't own your slot, so you can't give it to another shooter. If someone shows up at the match saying they are shooting for you, they will be turned away.

**Standby List:** Last year about a fifth of the shooters on the standby list were offered a cancelled slot in the match. No promises this year, we are just saying that a lot of shooters cancelled last year and it is always worth sending us an application even if you think your chances of getting accepted are slim. We will keep you updated on where you are on the standby list and notify you if you are cleared. If you are not cleared and show up at the match hoping to get a spot at the last second, you won't. There will be no walk on shooters no matter how much begging or bribery attempts we have to shrug off.

**Spotters who are not going to shoot do not need to send in registration forms!** We also remind all teams that spotters can only spot for one shooter and this is the reason of asking their names in advance. **If there are questions on any of this, please contact us at [Ko2M@FCSA.org](mailto:Ko2M@FCSA.org)**

# KING OF 2 MILES (Ko2M) 2021 Match Registration Form

Match Dates and Location: September 27<sup>th</sup> to 29<sup>th</sup>, 2021 NRA Whittington Center, Raton, NM

Name of Competitor: \_\_\_\_\_

Name of Spotter: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone Number: \_\_\_\_\_

Email address: \_\_\_\_\_

Caliber/Cartridge to be used in competition: \_\_\_\_\_

Ballistics Program: \_\_\_\_\_

External MOA/MRAD adjustment device (if any): \_\_\_\_\_

Scope Make: \_\_\_\_\_ Rings: \_\_\_\_\_

Bullet Make/Mass: \_\_\_\_\_ Powder: \_\_\_\_\_

Barrel Make: \_\_\_\_\_ Action: \_\_\_\_\_

Stock Make: \_\_\_\_\_ Bipod: \_\_\_\_\_

Registrations will be accepted based upon previous ELR Match Experience. Any caliber over .50 BMG will need to be accepted by KO2M committee, prior of the competition. If your registration is accepted, you will be notified by email on July 12th. If we are unable to allocate a spot for you, you will be placed on a waitlist and you will be notified as soon as a spot opens up. The match fee will be \$200 for FCSA members and \$255 for non-members but will include a 1 year FCSA membership. Details on paying the match fee will be included in acceptance emails. If match fees are not paid within 1 week of acceptance, your registration will be rescinded and your position given to the next alternate. Shooters needing to cancel may do so up to 30 days prior to the match for a full refund of the match fee.

Spotters that are not going to shoot do not need to apply. Every Registration form needs to be filled in totally to the best of the knowledge of the shooter at the time of registration.

One shirt and patch is included with match fees. If you would like extra shirts for yourself or spotters they will be available for order once the registration has been accepted for \$20 each.

Are You A Current Member of FCSA? (circle one) No Yes Membership #: \_\_\_\_\_ Expires: \_\_\_\_\_

Would you object if photographs taken of you during the match were used by FCSA in magazine articles or posted on the FCSA Web Site? (circle one) Yes I would object No I wouldn't mind

Please Note: If the preceding questions are not answered, FCSA will assume that you don't mind if any photographs taken of you are published in VHP or on the FCSA website.

Signature of Competitor: \_\_\_\_\_ Date: \_\_\_\_\_

Send scanned form to: [Ko2M@FCSA.org](mailto:Ko2M@FCSA.org)

If absolutely necessary, forms may be submitted as a picture provided everything on it is legible.



## King of 2 Miles 2021 Match Rules

27-29 September 2021

NRA Whittington Center

Raton, NM

### GENERAL RULES:

- **Team Size:** This is a team competition. Each team consisting of up to 2 people, a shooter and spotter. The team must remain the same from the preliminaries all the way through the finals. No substitutions are allowed for the finals.
- Spotters may only spot for one shooter.
- Shooting order will be by random number generator. No gun will be permitted to be used more than once per day. The shooting order will be adjusted as necessary for shooters sharing rifles. If two shooters make it into the finals using the same gun, they will have to choose which of them shoots during the finals.
- Target locations, ranges and angles will be posted the evening before the first day of competition at the Eagle's Nest by the match director.
- **Rifle Limitations:** Any rifle under 40 pounds is allowed, however, rifles over .50 caliber will require prior approval (to date we haven't allowed any rifles over .50 cal). Rifle weight is determined by its "Ready to fire" configuration. Any rifle other than centerfire will require prior approval (muzzle loader, etc...).
- The weight of all other shooting equipment is limited to 25 pounds.
- **Bipod:** The bipod can only be attached to the rifle at a single point, however, having it attached to a RRS/ARCA rail, or a BipodExT system (in each case that is mounted parallel to the bore) is allowed and can be moved during the course of fire. Bipod legs must be capable of folding or otherwise collapsing along the length of the gun. In the collapsed position, the bipod, and everything else on the rifle cannot exceed a width of 8 inches. The only mechanical elevation adjustment in the front portion of the rifle and bipod system must come from the independent movement of each of the bipod legs. (Note: This does not limit the use of a mono-pod located near the rear of the rifle). The leg can only be attached to the rest of the bipod (with the exception of springs designed for rapid deployment like on the Harris) at a single point. The folding or extending portions of the legs do not require tools to deploy/operate and if asked to demonstrate, the shooter must be able to deploy the bipod from the fully folded and collapsed position into the firing position in under 10 seconds. The bipod may only have two points of contact with the ground. The foot of the leg that comes in contact with the ground may not exceed 4 inches in width or length. The rifle and bipod must remain rigid when firing, there can be no recoil dampening or movement of the rifle in relation to the bipod in any way for the purpose of damping/reducing recoil. Nothing can be placed on top of the bipod/rifle to add additional weight/support. Common examples of these are sandbags and stakes. No sharp pointed bipods which will damage the blast sheet are permitted. Unconventional designs must

be sent in for approval ahead of time. As with all the rules, any team seen to be attempting to bend the bipod rule will be disqualified.

- The shooter must make all adjustments to his/her rifle system once the string of fire begins. Examples, adjusting height of bipod/rifle, adjusting the scope or handling the ammo/loading the rifle. Once the string of fire begins, any forgotten equipment the shooter requires must be obtained by the shooter.
- The rear of the rifle may be supported by a bag or pad of any kind, a monopod or the shooter but not an adjustable style rest that is not attached to the rifle.
- With exception of the ammo, shooting mat, bipod elevation platforms and blast sheet, the shooter must be able to carry all of their equipment to the line in one trip. Allowances will be made for shooters over 65 and those with any physical impairment. A generic blast mat (tarp) will be on the ground at all firing positions and additional bipod elevation platforms will be available for all shooters to use.
- Any rifle optics and spotting scope system that can be obtained commercially by anyone are allowed. No team may directly view the video feed from cameras, drones or receive ANY signal of any type (i.e. Doppler Radar) from outside the firing point while firing. Radio and/or hardwired communication style hearing protection is not allowed.
- No team may use, at anytime during the match, any instrumentation that collects or records environmental data from points forward of the firing line. No wind indicators may be added to the range area forward of the staging area and firing line.
- Ear and eye protection is required of everyone entering the shooting box. The box contains 4 teams, 2 firing and two setting up. We understand that some spotting scopes have a short eye relief that prevents the wearing of some eye protection. In this case, once it is that teams turn to fire, if the spotter is located behind the shooter, they may remove their eye protection.
- Malfunctions: Time does not stop for rifle or equipment malfunctions. The shooter alone must clear the problem on the clock. In some cases, based on safety concerns, the match director may allow addition assistance with clearing a malfunction. After a rifle has a second malfunction of the same type, any additional malfunctions disqualify the shooter and the rifle must be removed from the line. At anytime that the match director deems the weapon or team unsafe, he can DQ/stop the shooting team.
- Ko2M does not have equipment alibis, but the possibility of an organizational mistake can occur. Examples of these are: Incorrect hit and miss indications where the team acted on the call, camera failure or a broken target. For this reason, the Match Director might allow an alibi to be executed as follows:

1. The team will repeat the stage from the moment the problem occurred. They will fire one round, not for score on the previous target (as required) and then continue for score until the

end of their time or alibi session. The goal is to give the team a fair chance to finish the stage without a complete reshoot, which we don't have the time for.

2. The Match Director will decide on how to proceed and his decision is final.

- Spectators are not permitted to communicate with the team currently shooting in any way.
- No one outside the scoring team may watch the video feed in the scoring area. This is a distraction to scoring team. Additionally, spectators have in the past inadvertently given details of impacts to the spotter which provides that team with an unfair advantage.
- No practicing is allowed on the KO2M course prior to the competition. Any team found shooting at the cliffs behind the ranges (which is in violation of the NRAWC range rules) at anytime, will be disqualified from the match.
- There will be a "shooting box" for the four teams on line. Each shooter and spotter will have their own position. Spectators must stay far enough away that they will not disturb the teams while shooting or setting up. For this reason, there will be no other personnel in the Shooting Area/Box with the exception of the professional photographers cleared by the K2M committee whom are there to record the entire event.
- The team is on its own for sighting and adjusting impacts. No feedback will be provided by the personnel watching video of the target hits. Hits will be indicated by an auditory signal, nothing will be said for misses.
- Shooter and Spotter will not call out target impacts. The K2M scoring team will make the call on this and provide a clear and concise auditory indicator when a target has been hit. This policy is due to many spotters falsely calling impacts and confusing everyone there.
- A target is deemed "Hit" when it is the first thing that the nose of the bullet strikes after leaving the muzzle. Frame, strap and ground strikes that cause the target to move are considered misses. The call of the two scorers is final.
- Protests in regard to hits or scoring must be submitted in writing with \$50 cash. The protester must list the target and shot in question for their protest. Each shot is considered a separate protest. If a protest is judged to be valid, the \$50 will be returned. Individual scores for the finals will be provided to the teams at least 30 minutes prior to the awards ceremony to allow for protests. At the end of that period, once the ceremony begins, scores are final.
- Once teams have finished their shooting string, they must quickly remove their equipment to allow the next team to set up. Both the previous and next team will handle weapons UNLOADED and with a CHAMBER FLAG or other visual indicator of an empty chamber. The shooter may not dry fire during setup.
- Teams that are waiting for their turn to move into the "Box" are prohibited from setting up on their rifles and looking through rifle mounted optics anywhere on the range and rehearsing

looking at the targets and target area in any way whatsoever. This does not prohibit checking ones scope. Rehearsals must wait until the team is in the “Shooting Box”.

- The “Failure to do right” rule is in effect for this competition. The match director can disqualify any competitor for attempting to stretch the letter of the rules or gaming to gain an unfair advantage which is against the spirit of the competition. A prime example of this is shooting at something other than the target to get a wind reading....

#### COURSE OF FIRE:

- Teams will be given a map/photo/listing of the target locations and ranges as determined by GPS and laser range finder. Competitors are welcome to use their own range finding equipment if they choose to.
- The Firing Box will be set up with four teams. Numbered from left to right, 1-4. Two teams on the left side (1-2) and two teams on the right side (3-4). We will be firing two teams at a time. To accomplish this, the first team fires while the next team waits. Once the first team either fails to hit a target with the required number of rounds or when they fire their first shot on target number three, the match director will start the next team. Once the team gets into this “on deck” position, they need to be ready to start immediately upon being told to, no extra time will be given. Shooting sides (Left side teams and Right side teams) will alternate so that the muzzle blast of one team doesn’t affect the other. So firing positions 1 and 3 and firing positions 2 and 4 shoot together.
- Teams are responsible for knowing when they shoot. Failure to show up on time can result in match DQ. As a minimum, any team that is late will be bumped to the end of the list. Teams that “no show” to gain a weather advantage will be DQed.

#### Day 1 & 2:

- Target ranges will be approximately 1500 to 2600 yards. Shooters will have 5 minutes to set up and 9 minutes to complete their five target string firing a total of 13 rounds. The procedure is simple, after the cold bore target, which is a single round, the team must hit a target to move to the next. The first 3 rounds fired at each one of the targets (past the CB) is for score, after that, the team is firing only to get a hit in order to advance to the next. So in theory, a team can end up firing 12 rounds at target one. Teams must fire at least 3 rounds at a target and get a hit before moving on.
- The top scoring teams will advance to the finals on day three. This number has yet to be determined, but is normally one finalist for every five shooters. (i.e. 100 shooters = 20 finalists)

#### Day 3:

- Target ranges will be approximately 2600 to 3600 yards. The top scoring teams will proceed to the finals. Shooters will have 5 minutes to set up and 10 minutes to complete the three target course of fire. Time allowing, shooters will fire a total of 15 shots. The team must hit the target in order to advance to the next and fire a minimum of 5 shots before proceeding to the next target. Hits after the fifth shot will allow progression to the next target but will award no points.

## SCORING:

The scoring system gives more points for first round hits and adds a proportional multiplier to targets at greater distances. The calculation is complex but it roughly quadruples the point value when the target distance doubles. First round hits (including the cold bore) are worth 5 times the distance value; second round hits are worth 4 times and so forth.

Example base target values are:

1500 yards	800 points
2000 yards	1400 points
2500 yards	2167 points
3000 yards	3100 points
3500 yards	4200 points