

REGOLAMENTO

T.O.M.U.F.



TIRO OPERATIVO MILITARE

UNUCI FIRENZE

Delegazione Toscana

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UNIONE NAZIONALE UFFICIALI IN CONGEDO D'ITALIA
ENTE PUBBLICO NON ECONOMICO
SEZIONE DI FIRENZE - Piazza San Pancrazio, 2 - 50123 Firenze

Il Presidente

Prot.

Firenze, 8 settembre 2011

OGGETTO: Atto di approvazione del "Regolamento di Tiro Operativo Militare Unuci Firenze"
Edizione 2011

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**APPROVO**

Il presente "Regolamento di Tiro Operativo Militare della Sezione Unuci di Firenze" (TOMUF).

  
(Gen.D. Calogero Cimeco)

## **PREAMBLE**

Military shooting competitions organized by UNUCI, in accordance with its statute, aim at keeping the personnel of the reserve trained, by improving knowledge and expertise and strengthening the relationships between on-duty and retired staff and the civil society

Full compliance with all safety rules of shooting ranges, either institutional or private, is essential in the activities involving firearms training, racing or exercise, according to the laws. The current regulation has been drafted in order to offer guidance, as well as clear and transparent rules that apply to competitions for a fair and healthy competitive spirit among all participants, who remain subject to the fundamental principle of security

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## **1. CATEGORIES**

### **a. MILITARY:**

- i. Personnel on duty in Armed Forces and Police of NATO Countries and Switzerland;
- ii. Personnel providing armed service (municipal police, security guards, police, etc.);
- iii. Members of UNUCI and of Veterans Associations.

### **b. AMATEURS:**

- i. Members of Italian shooting associations and fire weapons license owners.

## **2. ACCESSORIES AND CLOTHING**

### **a. MILITARY:**

- i. Holsters and magazine holders “for defense” or military-type.
- ii. Use of shoulder or inside holsters, IPSC technical equipment (holsters, magazine holders and belts) is forbidden;
- iii. Use of the field uniform of one’s corps is appreciated.

### **b. AMATEURS:**

- i. Use of shoulder, inside or thigh holsters and magnetic magazine holders is forbidden.

## **3. HANDGUNS**

- a. Only one category, allowed calibers from 7.65 mm. to .45 ACP.

Compensators and all pointing devices are forbidden; guns must have sight and rear sight, adjustable sight is allowed.

Magazine holders must be loaded with a maximum of 15 bullets each; those who carry an holder with more than 15 bullets will be disqualified for unsporting behavior .

It is strictly forbidden to alter or modify parts of the weapon disabling, even partially, the safety devices installed on the weapon at the time of its production.

## **4. SHOTGUNS**

Organization will provide shotguns for the competition, but competitors are allowed to use their own weapon, provided that it is a 12 caliber one, with manual charge and no optical sight. The registration fee includes 12 caliber shots, but in case the personal shotgun requires special shots , these will be paid by the competitor. Personal weapon malfunctions will be the competitor’s responsibility.

## **5. OTHER WEAPONS**

If other weapons, long or short, are planned for the competition, they will be provided by the organization with the shots, as part of the registration fee. If not specified, it is forbidden to use personal weapons, even though they belong to the same model indicated for the competition.

## 6. ENGAGEMENT RULES

a. **Stationary position:**

shooters must be in the "coverage" position, with both legs by the vertical limit of the guard, the targets must be engaged with tactical priorities leaning from the shelter in order of visibility. If the shooter acts in "no cover" position the MRO will give the command "COVER"; if the shooter does not change back into the cover position, with the next call "COVER" he will be imposed a penalty (5 seconds) for each target affected in this condition .

b. From windows:

always in cover position.

c. **When moving:**

you may engage without cover all the targets but with tactical priority from nearest to farthest (penalty of 5 seconds each target shot in a different sequence).

d. **Sentinel pepper:**

if any, they must necessarily be shot down first. Should the shooter miss them and proceed, he will be disqualified for "unsporting behavior". If a competitor uses all the shots in firing at the pepper, the exercise will still be valid.

e. Metal targets (mini plates):

if they are hit and are still standing they will not be considered as shot. For those in a position to make it virtually impossible to hit them again, the MRO will cry "ABBATTUTO" ("SHOT").

## 7. SCORES

The score is computed in seconds and hundredths of second. For each "mission" the score is counted from the start (the "beep" of the pro-timer) until the last shot; penalties (1 – 3 – 5 seconds) will be added to the time, according on the point of impact of the bullet with the areas drawn on the target. The ranking will be drafted in ascending order by adding the results of all "missions".

Hits on the borderlines defining the target areas will be assigned the lowest score, that is, the less restrictive for the shooter.

In the case of higher than expected number of shots due to non-recovered targets (up to 2 targets, above which the exercise will be repeated) the best one will be considered valid (the most favorable to the shooter).

Penalties:

a. For each shot in target but outside the line of 3: 5 seconds

b. For each shot out of the target (**miss**): 5 seconds

c. For each metal target not shot down (**miss**): 5 seconds

d. For each shot in "friend" target (**no shoot**): 10 seconds

e. For each additional shot fired whenever there is a fixed maximum number : 10 seconds

- f. For each magazine holder fell to the ground and not picked up before firing again: 10 seconds
- g. For failing to shoot at a target: 5 seconds plus the "miss"

MRO will report the "**Charger on the ground**" and "**non-engagement**" raising a hand

## 8. SHAPES

The paper shapes (of different forms) and the metal (of different forms) must always be engaged within the safety limits defined in the briefing. During the briefing held before each "mission", the shape, color, scope and number of shots with which to engage each target will be explained.

- a. in the shapes of "**operational shooting**" the penalty in seconds is equivalent to the numbers stamped on the various areas, and only upon notice in the briefing a bonus of 1 second for every shot in the box marked with an "X" will be assigned.
- b. in the shapes of "**dynamic shooting**", areas marked with the letters A, C and D correspond respectively to 0, 1 and 3.
- c. the friend shapes "**no shoot**" (NOT to be hit) will have special clear colors or signs like crosses, large "X" or bars, and they can also be partially or totally covered with clothing.
- d. a **shape target partially colored in black (hard cover)** is worthless in the colored area and a hit there will be considered a "miss"
- e. if the shooter touches the shape with the weapon while firing will be disqualified for a breach of security.

## 9. DISQUALIFICATION

The disqualification is decreed by MMD or MRO if the shooter maintains an unsporting behavior, or acts in a way that may compromise the performance of other shooters, alter his/her score (for example by having more than 15 bullets in charger, using equipment that is not allowed by regulation or individual briefings, shapes voluntarily restored or not restored before the verification, simulation of shot in the barrel).

The disqualification can also occur for violation of safety rules in the following cases:

- a. **Incorrect handling of weapons**, when the shot jeopardizes the safety of the shooter himself, and if he does not conform to safety standards after the MRO or MMD's warning;
- b. should the shooter **drink alcoholic beverages** before he has finished the competition;
- c. for any **breach of laws or safety regulations** that govern the use and handling of weapons or for any reason affecting **physical and mental condition**;
- d. whenever the "mission" requires the **start without a shot in the barrel** and the rule is **not respected**;
- e. should the shooter touch the shape with the weapon while firing;

No claims are allowed.

## 10. COMPETITION OFFICERS

- a. **Military Match Director (MMD):** (blue belt with shoulder strap) is responsible for regular running of the event and the management of the competition, decides in case of dispute of penalties imposed by the MRO, MRO and the shooter separately heard. The shooter who does not agree with the decisions of the MMD can fill in a written complaint addressed to the DG, and include the sum of Euro 50, which will be refunded in case of acceptance of the appeal
- b. **Support Military Officer (SMO):** (red belt with shoulder strap) supports MRO and MMD, is responsible for secretarial work, management of shooting rounds, rankings, supply of what is necessary to "missions", supervision and management of security outside of the "missions "(use of arms outside the regulation areas);
- c. **Military Range Officer (MRO):** (yellow belt over the shoulder) is responsible for the assigned "mission" , checks clothing and equipment of competitors, is responsible for safety and the smooth running of the race. Each competitor must respect and obey his orders from the beginning until the end of the test. It is MRO's responsibility to report any "procedure" to be imposed at the end of the mission, raising one hand and having the shooter informed. If the shooter disagrees with MRO's decisions, he can refuse to sign his score sheet and can ask the intervention of the MMD.

## 11. COMPETITION COMMITTEE (DG)

It is present in national and international competitions with more than 50 competitors. The components of DG are 7:

- a. MMD
- b. UNUCI Section Officer in charge of the organization
- c. The three most experienced MROs
- d. Two shooters (plus an additional one in case one of them presents a complaint) with proven experience

If the race lasts several days, for each day new shooters will be appointed so that DG can be convened as soon as possible.

**DG decisions are irrevocable .**

DG reserves the right, as a result of special or unexpected events, to decide the cancellation of one or more missions that could compromise a correct final result.

## 12. ENTERING MISSIONS

During the event only MMD, SMO and MRO will have free access to the missions; the shooters and the staff in charge of restoring the missions may enter only with the MRO's permission.

If there are surprise tests not modifiable, MMD, SMO and MRO participating in the match must do their test before taking a position or accessing to the mission. Violation of this rule will result in their exclusion from the the overall standings for unsporting behavior.

## 13. SHOOTERS

Upon the enrolling, the shooter will receive a wristband to be worn at the weak wrist (yellow for

the military category, orange for the amateur category). The wristband can be removed only at the end of the competition.

The wristband carries the race number and the sequence in which the competitor must perform each mission.

Only those who have the wristband will have access to the missions.

The wristband will allow MRO to quickly identify the category of the shooter and to check the equipment and clothing.

If the wristband has been torn, MRO may request a check to the MMD or the SMOs.

#### **14. PRIZE-GIVING**

Shooters will be divided into two categories: **Military** and **Amateur**

If **teams** are allowed to participate, they can be composed of mixed military & amateur shooters. Each team may consist of 3 or 4 shooters. The 3 best results apply to the rankings.

For each event, the organizing committee will decide the maximum number of shooters to be awarded.

In any case, the first 3 of each category and, if any, the top 3 ranked teams will be awarded with trophies or medals.