



2016 Rifle Dynamics Red Oktober Kalashnikov

Rules

The Red Oktober Kalashnikov is intended to be a practical-style competition providing a fun opportunity to compete using the AK-pattern rifle in a style that is typically slanted towards more modern AR-style designs. This match is NOT intended to be a tactics and doctrine-based exercise, just a fun celebration of Mikhail Kalashnikov's rifle for the masses, which has served billions and billions worldwide in both noble and ignoble pursuits. These rules are designed to ensure the safety of all participants in the ROK and create a fun atmosphere for the Festival of AKs!

1. Equipment

1.1. All rifles used in the Red October Kalashnikov must be of a style legal in one of the divisions. Other rifles may not compete.

1.1.1. Equipment Divisions: There are four, pick the one your Kalash fits in.

Please note that the match director holds the final decision in regards to what category your firearm will fit into, and if it's allowed. Please ask if you are uncertain! Email: brian@southernutahpracticalshootingrange.com

1.1.2. Heavy Kalash

1.1.2.1. Rifle must be of a traditional AK or variant design

1.1.2.1.1. Examples of a traditional AK design include, but are not limited to:

1.1.2.1.1.1. AK47/AKM/AKMS

1.1.2.1.1.2. Valmet

1.1.2.1.1.3. Galil

1.1.2.1.1.4. PSL without optics

1.1.2.1.1.5. QBZ-97

1.1.2.2. Rifles must be chambered in 7.62x39mm or greater caliber

1.1.2.3. No optics are allowed in Heavy Kalash division

1.1.2.4. Only 30 round (or smaller) magazines may be used in Heavy Kalash division

1.1.3. Light Kalash

1.1.3.1. Rifle must be of a traditional AK or variant design

1.1.3.1.1. Examples of a traditional AK design include, but are not limited to:

1.1.3.1.1.1. AK74/AKS-74/AKS-74U

1.1.3.1.1.2. Valmet

1.1.3.1.1.3. Galil

1.1.3.2. Rifles must be chambered in 5.45x39 or greater caliber

1.1.3.3. No optics are allowed in Light Kalash division

1.1.3.4. Only 30 round (or smaller) magazines may be used in Light Kalash division

1.1.4. Open Kalash

1.1.4.1. Rifle must be of a traditional AK or variant design 5.45 caliber or larger.

1.1.4.1.1. Examples of a traditional AK design include, but are not limited to:

1.1.4.1.1.1. AK74/AKS-74/AKS-74U

1.1.4.1.1.2. Valmet

1.1.4.1.1.3. Galil

1.1.4.1.1.4. PSL with optics

1.1.4.1.1.5. Norinco Type 86S

1.1.4.1.1.6. PKM

1.1.4.2. There are no restrictions on optics, accessories or magazines in Open Kalash Division

1.1.5. ComBloc Division

1.1.5.1. ComBloc Division is for rifles that are NOT AKs but were used by Soviet Bloc nations.

1.1.5.2. Rifles in this division must have been of a type issued by a Warsaw Pact nation (similar rifles of foreign manufacture such as ChiCom SKS are also accepted)

1.1.5.3. There are no restrictions on accessories, magazines, optics etc. in this division. We don't care how much you Bubba your SKS.

1.1.5.4. Suggested rifles for this division include

1.1.5.4.1. Vz.58

1.1.5.4.2. StG-44 (issued by East German forces following WWII)

1.1.5.4.3. SKS and Chinese Type 56

1.1.5.4.4. SVD (with or without optics)

1.1.5.4.5. RPD

1.1.5.4.6. Mosin-Nagant (for manly men!)

1.1.5.5. AK variant Rifles chambered in pistol calibers are legal in this division

1.1.5.6. ComBloc pistol caliber carbines and submachine guns are also allowed in this division.

1.1.5.6.1. Suggested pistol caliber firearms include:

1.1.5.6.1.1. PPsh-41

1.1.5.6.1.2. PPs-43

1.2. USE OF FULLY AUTOMATIC FIREARMS

1.2.1. We at the ROK think that safe, legal machine guns are hella rad and we'd love to see them at the match, HOWEVER, there may be range conditions where the use of uncontrolled full-auto becomes dangerous. Users of full auto will be made aware of such conditions and may face disqualification for unsafe full auto use.

1.2.2. Inconsiderate destruction of paper targets using full-auto will be punished with a Procedural penalty per target and a \$5 fine to cover the cost of the target.

1.3. Since the ROK will require shooting at steel targets, ~~no steel-core or bi-metal ammo is allowed~~ **JUST KIDDING! We have enough junk steel targets that we don't care if you trash them! Use whatever cheap-ass surplus stuff you can find!**

2. Safety

2.1. The ROK will be run on a cold range. Rifles may only be loaded at the direction of a Range Officer on a stage

2.2. Rifles may only be handled when under the direction of a Range Officer OR:

2.2.1. At a designated "Safe Area"

2.2.2. At the edge of an earthen berm, pointed safely into the berm

2.3. Rifles MAY be carried with the muzzle pointed up in the air, completely unloaded with no magazine inserted.

2.3.1. It is preferred that the rifle's bolt be locked to the rear, but we understand most AKs don't do that.

2.3.2. For rifles that don't lock open, we'd appreciate it if you had some kind of Open Bolt Indicator, but it is not necessary.

2.4. Finger on Trigger

2.4.1. During a course of fire, a competitor may ONLY have their finger on the rifle's trigger when actively engaging targets.

2.4.2. The competitor's finger may NOT be inside of the rifle's trigger guard during the actions of:

2.4.2.1. Movement, unless shooting on the move

2.4.2.2. Reloading

2.4.2.3. Manipulations such as malfunction clearance, etc.

2.5. Muzzle Direction

2.5.1. Because the ROK is an event with large groups of people occupying the same range space, we have a 180° rule in effect on many of our stages

2.5.1.1. When the 180° rule is in effect, the muzzle of any firearm may not face more than 180° "up-range" from the rear backstop.

2.5.1.2. The 180 may shift or change depending on the course design, but will be considered in effect as normal unless otherwise specified.

2.6. Accidental Discharge

2.6.1. While safety is the first priority at the ROK, we understand that sometimes stuff happens and Accidental Discharges happen. As long as they occur in a "safe" direction and manner, our policy is to allow you to continue competing.

2.6.2. Competitors having a "safe" AD will be stopped and their stage will be scored "as-shot", but they will be allowed to compete in other stages.

2.6.3. Competitors having an "unsafe" AD will not be allowed to continue shooting the ROK match, but are not barred from vendor demos, side matches, etc.

2.6.4. An AD is considered "unsafe" if the projectile:

2.6.4.1. Strikes within 10 feet of the shooter

2.6.4.2. Is fired past the 180° line

2.6.4.3. Travels over a designated backstop or in an "unsafe" direction

3. Scoring

3.1. Scoring for the ROK will be "Time Plus Penalties", with the match results being determined by "Stage Points"

3.1.1. Each stage will be assigned a value of 100 Stage Points.

3.1.2. The winner of a stage is determined by the lowest total time plus any applicable time penalties.

- 3.1.3. The winner of each stage will be given 100 Stage Points, everyone below them will be given a percentage of points based on their distance from the winner.
- 3.1.4. The shooter with the most Stage Points in the match will be the “Match Winner”
- 3.2. Penalties (note: Penalties do not “stack”, i.e. a shooter may only receive one penalty per target)
 - 3.2.1. Failure to Neutralize - 5 seconds
 - 3.2.1.1. Paper targets (and some designated steel targets) require 2 hits within the designated scoring areas to neutralize. This penalty will be given if a competitor only makes one hit.
 - 3.2.2. Complete miss - 10 seconds
 - 3.2.2.1. This penalty will be given for completely missing any target, but still engaging it.
 - 3.2.3. Failure to Engage - 15 seconds
 - 3.2.3.1. This penalty will be given for not attempting to hit a target; does not apply to MGM spinner
 - 3.2.4. No-Shoot - 5 seconds
 - 3.2.4.1. This penalty will be given for any hit within a designated “no-shoot” target.
 - 3.2.5. Failure to Rotate - 60 seconds
 - 3.2.5.1. This penalty will be given for failing to completely rotate an MGM Spinner target
 - 3.2.6. Procedural - 5 seconds
 - 3.2.6.1. This penalty is given for failing to comply with a stage procedure.
 - 3.2.6.2. Multiple procedurals may be assessed based on advantage gained by violating stage procedure.

4. Course of Fire Rules

- 4.1. The ROK will consist of multiple courses of fire. Each course will specify the competitor's start position and the condition of the competitor's rifle, as well as any special instructions for the stage.
- 4.2. As a general rule, ROK courses will be "freestyle", meaning that the competitor may solve the stage's problems however they see fit. However, there are a few general rules:
 - 4.2.1. Vision barrier walls, barrels, paper targets and no-shoots are considered impenetrable "hard cover" unless otherwise specified by the course description.
 - 4.2.2. Vision barrier walls are considered to extend from the ground to the height constructed, unless otherwise specified by the course description.
 - 4.2.3. No metallic target may be engaged at a distance closer than 40 yards (for safety reasons of ricochet/spall protection). The courses should not present this as a viable option, however we put this in the general rules just to be safe.

Thank you for coming to the Rifle Dynamics Red Oktober Kalashnikov!