

GUNNERY CHALLENGE (Reading Challenge – Black Sphinx Cup) 2017 Rules and Information

OVERVIEW & PURPOSE:

The Gunnery Challenge is competition in which the Chapters of a Fleet strive to read the most combined pages during the 3 month Challenge period allotted by their Fleet Commander. These rules are based on the many previous Reading Challenges conducted by TRMN Fleets in the past, in an effort to standardize them for unified competition under the 2017 Black Sphinx Cup.

The Chapter that reads and correctly submits the most pages during the Challenge period, wins the Gunnery Challenge in their Fleet.

The term "Gunnery" is used for fun; suggesting that each page read is a successful "hit on target" by a "naval gunnery crew", but there should be no confusion what so ever that this is a challenge about reading and not actual projectile weapons or target practice. TRMN does not endorse or allow any official activities involving real life projectile weapons, under any circumstances.

GUNNERY CHALLENGE RULES:

In order to be compliant with the Black Sphinx Cup, the Fleet Cup's Gunnery Challenge must adhere to the following rules.

- The Fleet Commander must designate a **Challenge Director** to run the Challenge. This can be any member of the Fleet's Staff, or the Fleet Commander themselves. It is suggested that Fleet Staff Intelligence Officers perform this duty.
- Each Chapter must select one **Challenge Liaison** to keep records for their Chapter. This may be any member of the Chapter with the approval of their CO.
- The Challenge Liaison is responsible for accurately keeping records for their Chapter and submitting them to the Fleet Cup's Challenge Director by the deadline for submissions.
- Chapter Liaisons must conduct and submit their records as a spreadsheet, as detailed below in **RECORDING & REPORTING THE GUNNERY CHALLENGE**.
- Chapters may, and are encouraged to, submit reports to the Challenge Director frequently to provide updates on standings during the Challenge Period.
- The deadline for records submission shall be before midnight of the last day of the Challenge Period. No records will be accepted after this cutoff.
- Chapter Liaisons are required to submit a final report within the final 7 days of the Challenge period. This final report will be the records by which the Challenge Director determines the Challenge winner.
- The Gunnery Challenge must be held in one of three Challenge periods, as determined by the Fleet Commander. A Challenges period is **a 3 month period** where one Challenge is conducted at a time, with buffer for follow up and preparation for the next Challenge.
- The Challenge Periods must adhere to the following schedule:
 - Challenge Period 1: February 15th May 15th
 - Challenge Period 2: May 30th August 30th
 - Challenge Period 3: September 15th December 15th
- No extensions will be permitted.
- Only Full Chapters may participate in the Fleet Cup Challenges. A Full Chapter is defined as any hyper-capable naval unit or LAC under the command of that Fleet's Fleet Commander. HMSS Greenwich may participate, other stations and pinnaces may not.
- If a Chapter **upgrades to a larger vessel between Challenge periods**, and retains 90% of their previous crew listed at the end of the previous Challenge, the pervious Challenge win will carry over and be credited to the newly upgraded chapter. If the 90% threshold is not met, the situation will be reviewed and ruled upon by the Staff Intelligence Officer for the First Space Lord and a decision will be made on a case-by-case basis.
- If a Chapter **downgrades to a smaller vessel between Challenge periods**, their previous Challenge win will carry over and credited to the newly upgraded chapter.
- At the end of EACH Challenge Period, the officially listed CO, XO and Bosun of a participating Chapter must have met their rank testing requirements. Chapters who submit a final Challenge report or submission whose current CO, XO and/or Bosun have not met their rank testing requirements, will be disqualified from the Challenge. It is the responsibility of the Fleet Commander to confirm that these rank

testing requirements have been met before declaring a winner for each Challenge, and for the overall Cup.

- Only the Gunnery/reading activities or contributions of officially listed members of a specific Chapter on the TRMN Medusa Database may be submitted for that Chapter.
- If a member moves chapters during the Challenge period, they must be removed from their previous Chapter's records. As members change chapters, their pages read/Gunnery records move with them. As such, the final report from a Chapter must only include their current official members records. It is the responsibility of the Challenge Director to check and confirm that these final reports are accurate.
- Audiobooks and eBooks are permitted. Their page value will be equal to the most commonly listed page count of the actual physical book they are based on, with final approval given to the Challenge Director.
- Magazines, comic books and graphic novels are not permitted.
- Members must finish a text/audiobook before submitting it to their Liaison.
- Texts/audiobooks may only be read once by each individual during a Challenge.
- TRMN Author texts/audiobooks are worth double pages (See TRMN AUTHORS).

WINNING THE GUNNERY CHALLENGE:

At the conclusion of the Challenge period, the chapter who has submitted a report that indicates they have the highest number of recorded pages read, including modifiers for TRMN Authors, wins the Challenge. In the event of a tie, the tie will be broken by comparing the number of texts/audiobooks read, with the win going to the Chapter that has reported the most read. In the event that the Challenge is still tied, the win will go to the Chapter with the most individual crew recorded as participating in the final report.

RECORDING & REPORTING THE GUNNERY CHALLENGE.:

Chapter Liaisons are required to create a spreadsheet to record their Chapter's activities in the Challenge. This Spreadsheet must include:

- A header with:
 - Chapter Name
 - CO Name and contact information
 - Chapter's Challenge Liaison name and contact information
 - The most recent date updated
- Numbered rows.
- Each row represents one text/audiobook submitted by a member. That row must include columns that list:
 - Member name
 - Member rank
 - Member TRMN ID number
 - Member TRMN Branch

- Date the text/audiobook was completed
- Name of text/audiobook
- Author of text/audiobook
- ISBN/ASIN number of text/audiobook
- TRMN Author? ("Yes" or "No")
- Page count of text/audiobook
- A footer with the total pages of all text/audiobooks in the spreadsheet's rows.

TRMN AUTHORS AND DOUBLE PAGE COUNTS:

In order to encourage members of The Royal Manticoran Navy who write, any published book that complies with all rules listed above and has been written by a TRMN member will have their pages count double towards a member's total pages read. The works of David Weber (unless co-authored by another TRMN Author) are excluded from counting as double pages. A current list of approved TRMN Authors for the Black Sphinx Cup is graciously hosted by 10th Fleet and can be found here: <u>http://tenthfleet.org/talbott-cup/reading-challenge-authors/</u>

AMBIGUITY CLAUSE:

In any instance that the Black Sphinx Cup rules, or the specific rules of Approved Challenges, are found to be unclear or ambiguous by a Fleet Commander or their subordinate, it is essential that they immediately confer with the First Space Lord's Staff Intelligence Officer (intel@1SL.trmn.org). A final ruling will be made by the Office of the First Space Lord and must be adhered to. Failure to adhere to this ruling will result in the Fleet being made ineligible for the Black Sphinx Cup. If a Fleet is found to have made their own interpretations of the rules without consulting the Office of the First Space Lord, they will be made ineligible for the Black Sphinx Cup.