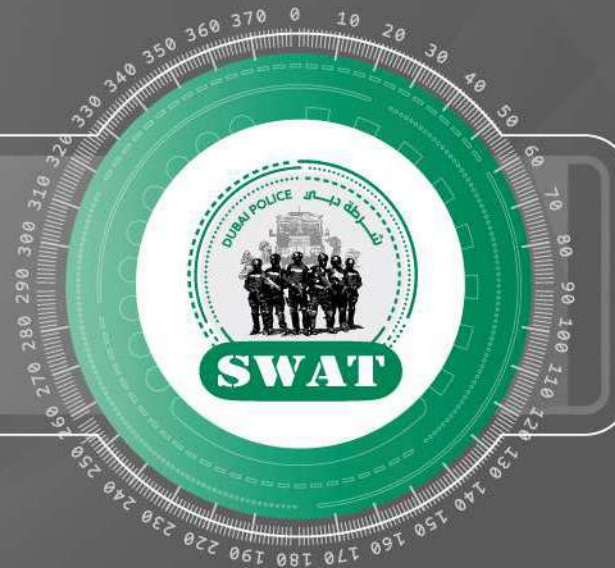


شرطة دبي
DUBAI POLICE



حكومة دبي
GOVERNMENT OF DUBAI

UAE SWAT CHALLENGE 2022 COMPETITION GUIDE



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CHALLENGE CONCEPT

International Teams go head to head within 5 Challenge Categories that will test these global tactical and weaponry professionals for the purpose of encouraging exchange of techniques and promote the high level of tactical skills, mental focus and physical endurance possessed by SWAT Teams. The challenge will take place within Dubai SWAT Training Facility across a world class setting.

This event is highly unique for the world and an exciting initiative for many reasons. It shows an incredible commitment by Dubai to pursue the highest level of the policing practice. It offers a very special opportunity for the UAE to witness and understand the incredible level of skill possessed by these top-level policing professionals in the spirit of collaboration, exchange of ideas, mutual positive values, solidarity and respect.



CHALLENGE INFORMATION

- As leaders in high level policing and in the spirit of tactical camaraderie, Dubai Police will host The UAE SWAT Challenge Under The Patronage of His Highness Lt General Sheikh Saif Bin Zayed Al Nahyan, Deputy Prime Minister and Minister of Interior, United Arab Emirates and under the directive of His Excellency Major-General Abdullah Khalifa Al Marri, Commander-in-Chief of Dubai Police.
- The UAE SWAT Challenge will take place in Dubai, UAE from the 9th until the 13th of February 2019.
- Dubai Police have enjoyed a reputation for being a leader in law enforcement, highly effective across all spectrums of law and order, protection, control and maintenance of order. Besides Dubai's pursuit of the most advanced technology in crime prevention, policing and forensics, the Dubai SWAT team is a tactical force of strategy and endurance that ranks with the world's best.
- The Challenge is designed to create cooperation between all SWAT Teams on a global level and for members to participate in fact-based scenarios; in an effort to create best practices in a friendly environment



Event Map

- 1 Viewing Area
- 2 Event Area
- 3 Obstacle Course
- 4 Food and Beverage
- 5 Team Tents
- 6 Village and Vendors
- 7 Event Registration & Administration
- 8 Safety Area
- 9 Weapon Storage



Toilets



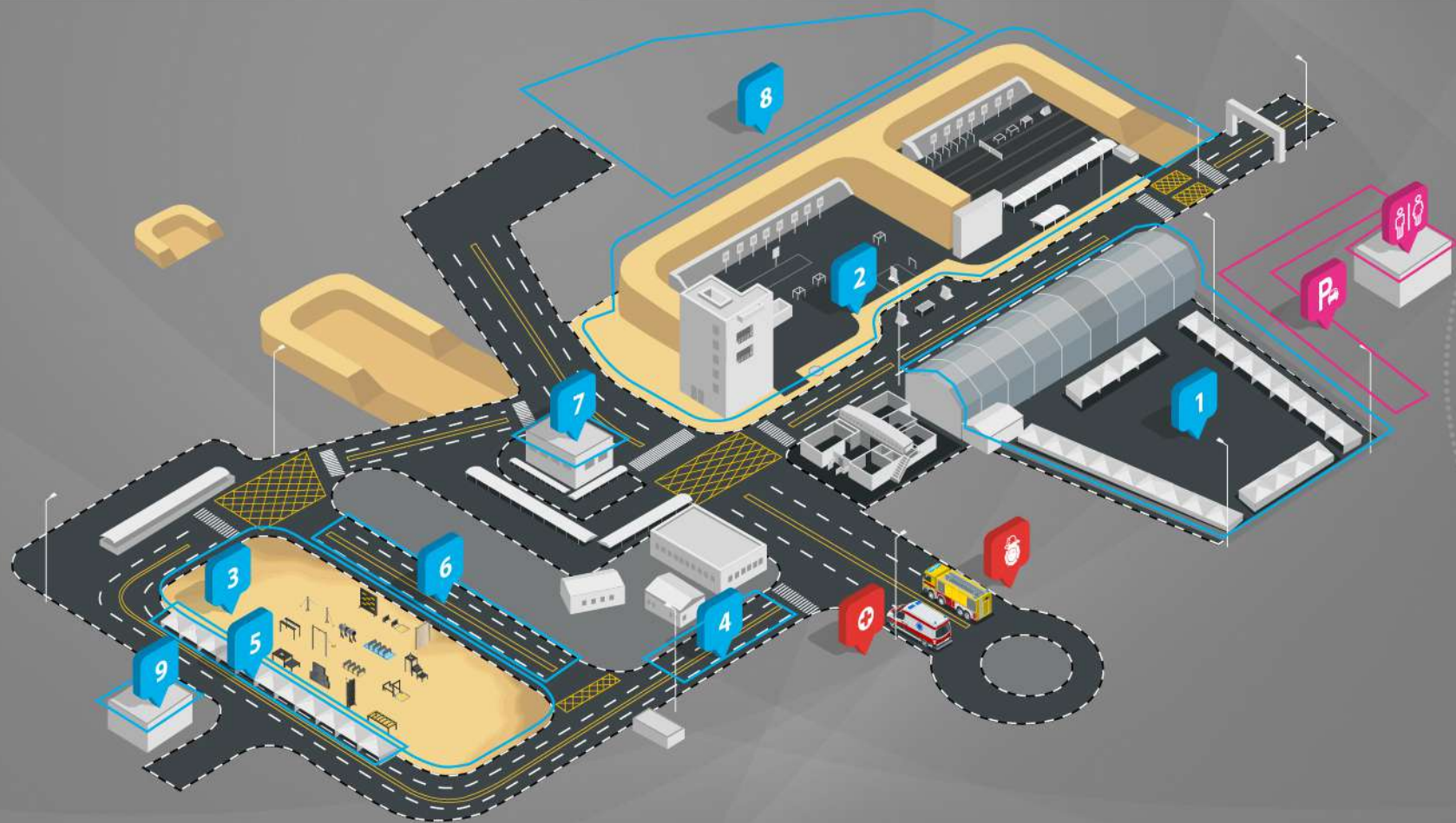
Parking



Medical



Fire and Rescue





Event 01: The Tactical event

Tactical event

The Tactical event will consist of a five (5) man team. Team members shall be ready with all equipment necessary to complete Hostage Rescue or Barricaded Gunman scenario.

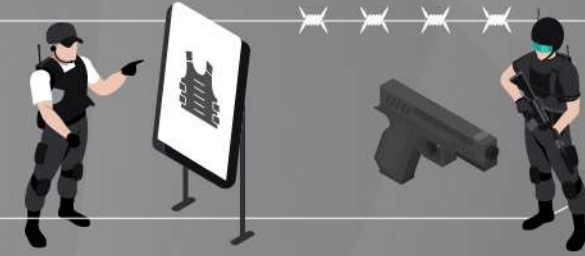


Eye and Ear protection, as well as Body Armor is mandatory throughout the event



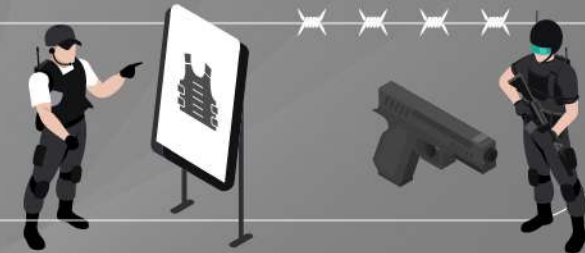
Tactical event

All team members will report to the LOADING/UNLOADING area for a safety inspection and be prepared to begin the event. The LOADING/UNLOADING Range Official will direct the loading/safety procedures for all weapons.



NOTE :NO WEAPON HANDLING PRIOR TO ENTERING SHOOTING POSITION. ALL HANDGUNS WILL BE HOLSTERED, SUB MACHINE GUNS AND RIFLES SLINGED. SHOOTERS ARE NOT ALLOWED TO LEAVE ANY SHOOTING BOXES THE UNTIL THE JUDGE CONFIRMS THAT WEAPONS ARE MADE SAFE AND HANDGUNS ARE SECURILY HOLSTERED.

All team members will report to the LOADING/UNLOADING area for a safety inspection and be prepared to begin the event. The LOADING/UNLOADING Range Official will direct the loading/safety procedures for all weapons



Tactical event

REQUIREMENTS:

One (1) handgun per person is required for this even and Two (2) rounds of 9x19mm Frangible Ammunition



Ram (Breaching Tool)



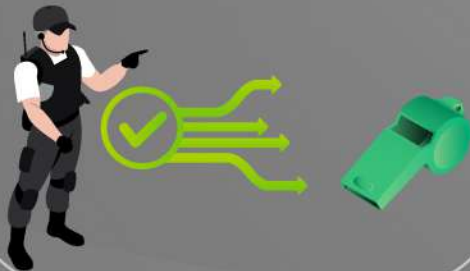
Fully operational Gas Mask



NOTE: NO WEAPON HANDLING PRIOR TO ENTERING A SHOOTING POSITION. ALL HANDGUNS WILL BE HOLSTERED. EYE AND EAR PROTECTION, AS WELL AS BODY ARMOR, IS MANDATORY THROUGHOUT THE EVENT.

Tactical event

From the Start/Finish position on the command "GO," the Assault team will run to the front door of the Shooting House. Once all 5 members have reached the front door of the Shooting House they will don their Gas masks.



Once all 5 members have donned their Gas masks the Breacher will breach the front door using the pre-positioned Ram.



All members will then run into the Shooting House to their individual shooting positions. Each member will be presented with Shoot and No-Shoot targets in each Shooting Position. No Handgun will be drawn from its holster until the team member reaches his individual shooting Position. Each member will engage the target in his own lane.



At least two (2) team members or more will then move to a pre-determined area and pick up one (1) Dummy and carry it through the front door to the Finish line.



Procedural Penalties = 10 seconds



Leaving behind any piece of equipment after crossing the finish line.



Wearing the gas mask before all team members have reached the first step of the stairs leading to the door



breach the door before the team members wore the gas mask correctly



Lifting gas mask from face and excessive adjustment after being donned.



Pick up the dummy from the ground by one (1) member



Pull the dummy when its carried (pick up the dummy directly from the ground)



Not wearing the gas mask properly



Move outside the boundaries of the shield (The team member body must be completely behind the shield while running)



Use the shield in an unrecognized manner



Safety Violation = 30 seconds



Intentional tossing of equipment to further a team's advance.



Engagement of other team member's targets outside of own lane.



Assist other team member in shooting the targets



Weapon not made safe before leaving Shooting Box.



Picking up of a dropped weapon without notifying a judge.



Forgetting a dropped weapon.



Pointing a weapon in the air before leveling out on a target.



Handling any weapon by the pistol grip or trigger group while holstered or slung.



Any team member doesn't follow the specified path of the competition (30 sec for each member)



Handing of additional ammunition to any member (30 sec each round)



Major Safety Violation = 02:30 minutes



Breaking the 180-degree plane while handling a firearm.



Pointing a weapon in a manner that may endanger (refrees - audiences)



Early weapon presentation/draw outside of the designated shooting lane.



Any weapon handling deemed to be inappropriate.



Dropping or loss of control of any firearm whether loaded or unloaded.



Note: For safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rulers must, when a weapon falls, pick up the weapon and return it to the team member while taking care and caution while handing the weapon.



Course Completion Failure = DNF (Did Not Finish)



Judge deems a team's member/s actions unsafe to continue.



Team member/s unable to complete the Event.



Target Scoring



Missed Handgun Target
= 30 seconds.



Hitting the target of the hostage
red = 60 seconds



Hitting the target of the hostage, which causes the target to be dropped,
which is the white target (60 seconds + 30 seconds) (1:30 seconds)



Note : The target must fall over to be considered a hit, but it does not have to fall off of the stand.



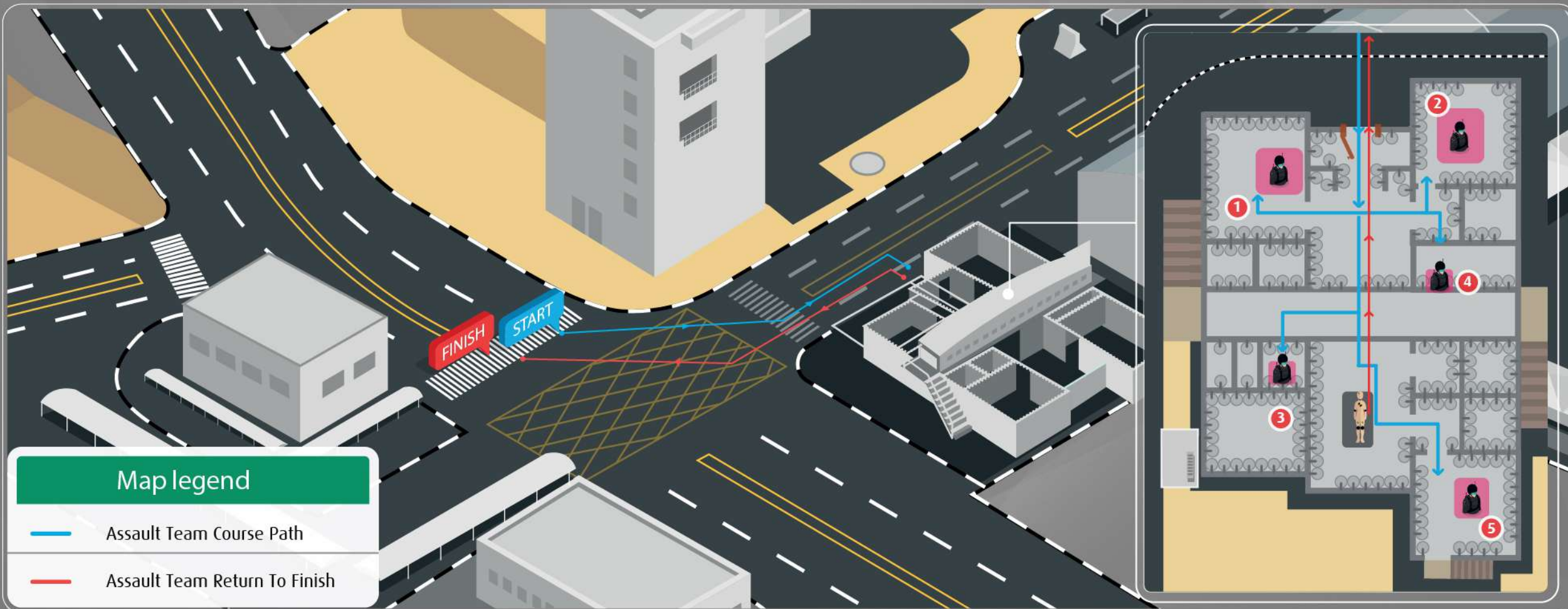
Advisory Warning: Professionalism when interacting with Judges

Only the Team Commander or Leader along with an appropriate interpreter can interact with the Head of Judges or Assistant Head of Judges. When interacting with a Judge with questions on why a penalty was assessed or what violation was committed, it must be done in a calm, non-argumentative, professional manner. Voices must remain neutral and arguing with the judges will not be tolerated. After explaining the penalty and no agreement with the parties is reached, the next stage is a written grievance. If a Team Commander, team leader or a team member of any competing team continues to approach a Judge and continues to argue with the Judge in a non-professional or abusive manner, the Judge will warn that individual if they persist, their team will be assessed a 10 second penalty for nonprofessional behavior. If the nonprofessional or abusive manner continues and the Judge provides an additional warning to cease their behavior and they do not, then the Judge can assess a MAJOR PENALTY which is the same as a Major Safety Violation of 2 minutes and 30 seconds.

NOTE: The scoring table is off limits to all competitors, Team Commanders, Team, Leaders and Interpreters unless they are escorted by the Head of Judges or Assistant Head of Judges.



The Tactical event - Map





Event 02: ASSAULT EVENT

Assault Event

The Assault Event will consist of a five (5) man team: four (4) Assault team members and one (1) Sniper.



Eye and ear protection, as well as Body Armor is mandatory throughout the event.



Assault Event

All five (5) team members will report to the **LOADING/UNLOADING** area for a safety inspection and be equipped as follows:

Assault team members will be equipped with a fully operational, unaltered Gas mask.



NOTE : It is not allowed to wear gas masks in a loose manner or wear it partially on the head.



Assault Event

Assault team members will have a Sub Machine Gun/Rifle with one (1) magazine loaded with a total of ten (10) rounds of frangible ammunition.



Assault team members will have a Handgun safely and securely holstered and loaded with twelve (12) rounds of frangible ammunition evenly distributed between (3) Handgun magazines.



Assault Event

The Assault team will carry a 40mm Gas gun and one (1) 40mm inert Gas gun round that will be utilized in the designated area. The Gas gun must be carried throughout the entire course.



The Sniper will be armed with a holstered Handgun loaded with twelve (12) rounds of frangible ammunition evenly distributed between (3) Handgun magazines.



The Sniper will utilize an optically sighted precision Rifle, with eight (8) rounds of ammunition. Ammunition will not be introduced into the Rifle until specified.



Assault Event

The Sniper may not utilize any loose ancillary/support equipment that is not purposely built and fitted directly to the rifle in this event only.



NOTE: It is not mandatory for the Sniper to use Gasmask while engaging rifle target. It is however mandatory for the Sniper to use eye protection while engaging Handgun targets.



Absolutely no additional ammunition for the Assault team or Sniper is permitted on the course.



NOTE: no weapon handling prior to entering shooting position. all handguns will be holstered, sub machine guns and rifles slinged. shooters are not allowed to leave any shooting boxes the until the judge confirms that weapons are made safe and handguns are securily holstered

Assault Event

→ The Sniper's Rifle will be staged in a designated Gun Box where the Sniper will have to retrieve it when he arrives.



→ The team will enter a van. Inside the van will be a Ram which will be carried throughout the event.



→ On the command "GO," the Assault team and the Sniper will exit the van and run to a series of obstacles.



→ (The Sniper will not be carrying his Rifle through the obstacles. The rifle will already be staged in a Gun Box at the rear of a vehicle.)



Assault Event

The team can traverse the obstacles as they see fit, providing that all members and equipment passes over the top of each obstacle.



One obstacle may be a low crawl. While negotiating the low crawl, the team will be permitted to take the equipment under the obstacle.



Equipment, to include the Ram, cannot be thrown to further the team's advancement through the obstacles.



Assault Event

Sniper

After all five (5) team members have completed all obstacles, the Sniper will move to SFP#1 and retrieve the Rifle from the pre-positioned Gun Box.



The Sniper may load the Rifle only after entering SFP#1. The Sniper cannot engage any targets until all assault team members have entered the designated box and making sure that all members of the team wore gas masks.



The Sniper must engage all targets in sequence. The Sniper will first engage two targets from a prone position.



Note: The Sniper must place the rifle barrel inside the barrel guide before engaging any targets from the prone position. A MISSED TARGET penalty will be assigned to each shot fired outside of the barrel guide. After the Sniper engaged his/her targets or has run out of ammunition, the Sniper will make the Rifle safe and place the Rifle back into the Gun Box.

Assault Event

Sniper

The Sniper will then move down range and enter SFP#2 to engage four (4) Handgun targets.

Once the Sniper has engaged all Handgun targets or has runs out of ammunition, he/she will securely holster his/her Handgun and move to the Start/Finish line, via a pre-determined route. The Sniper may start to carry the pre-positioned dummies to the Finish line.

Note: There is no minimum requirement for the amount of team members used to lift and carry the dummies in this event only. A Dummy can be carried in a manner that any part of the dummy from the waist down may touch the ground if carried by one(1) team member only.



Assault Event

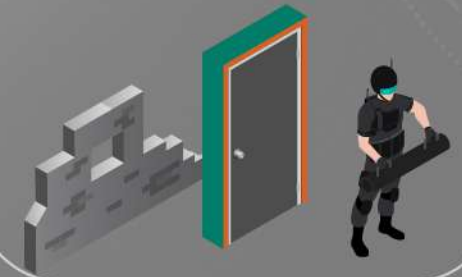
Assault team

After completing all obstacles, the Assault team will run to the designated box next to a pre-positioned vehicle.

Once all Assault team have reached the SFP GAS. And with the last member entering the site, the team starts wearing gas masks and shows that they have been worn properly (covering both the nose and mouth)

Once the Sniper has taken their first shot, the Grenadier can engage a simulated window target with the Gas gun.

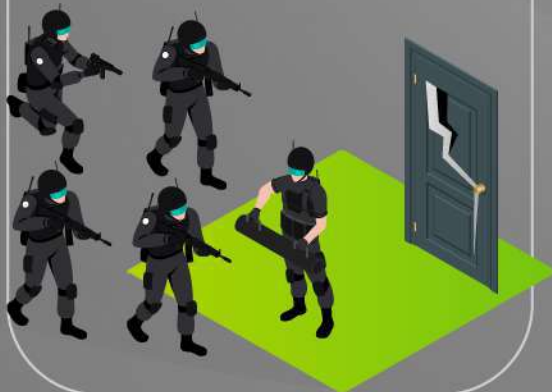
Once the Grenadier has engaged the window target the Assault team can move to the Breaching Box.



Assault Event

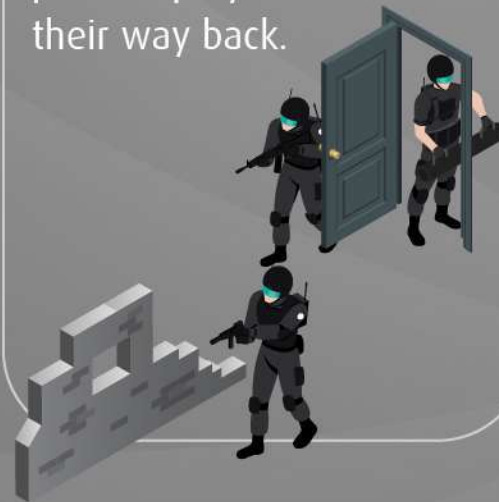
Assault team

Once all Assault team members are in the Breaching Box, the Breacher will use the Ram to breach the door.



Once the door has been breached, the team may proceed to the firing line at AFP#1.

The Ram may be left at the door where it will be picked up by the team on their way back.



Once at AFP#1, each Assault team member will select a shooting lane and select a Shooting Position.



No Sub Machine Gun/Rifle will be loaded until the team member reaches a stationary position in his/her Shooting Position and lifts the painted cover with any hand.



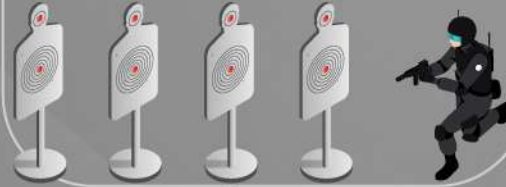
Assault Event

Assault team

Each member will then load his Sub Machine Gun/Rifle and engage the targets in their own lane.



Each member will have four (4) targets to engage.



Note : The target must fall over to be considered a hit, but it does not have to fall off of the stand.



The weapons must be fully secured and directed downward



Team members are not permitted to shoot at targets outside of their designated locations and this action will result in a penalty for violating safety rules for each goal being dealt with.



Assault Event

Assault team

Upon completing this course of fire, each member will make their weapon safe: Sub Machine Gun/Rifle safety on, magazine out, bolt back, regardless of ammunition supply.



Note: Members can only leave their shooting boxes after presenting a clear weapon to the judge and the judge gives them the instruction to Go.



Should the Assaulter experience any malfunctions/stoppages with their weapon, the Assaulter must attempt to clear the stoppage/malfunction and continue their course of fire.



Should a mayor malfunction /stoppage occur which prevents the weapon from firing, or being placed in a safe condition, the weapon must be safely grounded (muzzle pointing downrange) at the Shooting Position and the judge informed of the malfunctioning weapon. It is at the Assaulter's discretion to either work through continuous malfunctions/stoppages and continue his/her course of fire or place the weapon in safe condition, muzzle downrange and move on.

Note: Should it be determined by the judge that the stoppage/malfunction was caused by the Assaulter and the Assaulter did not continue to work though the problem, the remaining targets will be assigned as misses.



Assault Event

Assault team

Once an Assaulter has engaged his/her targets or has no more ammunition, they may leave individually to AFP#2 where they will engage Handgun targets. Each member may only engage targets in his/her own lane.



Each member will have four (4) targets to engage.



The target must fall over to be a hit, but it does not have to fall off of the stand. Weapons will be maintained under strict control and pointed downrange at all times. Members may not shoot targets outside of their own lane. Such action will result in a Major Safety Violation Penalty per target engaged.



Once a members have engaged their Handgun targets or they are out of ammunition, they must safely securely holster their Handguns.



Note: Members can only leave their shooting boxes after securely holstering their handguns and the judge gives them the instruction to Go.



Assault Event

Assault team

All Assault team members will move back through the course in reverse order: picking up the Ram as they pass back through the door, through the designated box and then through a pre-determined route to the Finish line.



Along the route to the Finish line, the team will pick up two (2) Dummies and carry them to the Finish line.



Note: There is no minimum requirement for the amount of team members used to lift and carry the dummies in this event only. A Dummy can be carried in a manner that anything from the waist down may touch the ground if carried by one(1) team member only. If a dummy is carried by two(2) team members or more, no part of the dummy may touch the ground.



Once the entire team crosses the finish line with the Ram and the (2) dummies and all the equipment that is used in the foreground the time stops.



NOTE: Breaking the 180 Degree Plane, Violation of the Laser Safety Rule, Equipment malfunction causing the loss of weapon control, Early Weapon Presentation/Draw and any other inappropriate weapon handling, Dropping or loss of control of any weapon whether loaded or unloaded will constitute a Major Safety Violation.

Procedural Penalties = 10 seconds



Leaving behind any piece of equipment.



Sniper fires first shot before all Assault team members are in the designated box.



Grenadier fires Gas gun before Sniper's first shot.



Breaching the door before all member have entered the breaching box.



Lifting Gasmask from face and excessive adjustment after being donned.



A member of the assault team wears a gas mask before all members have reached the designated area



Dummy touches the ground from the waist up, when carried/dragged by one (1) member



Dropping of the dummy after being lifted from the ground.



Obvious use of red areas on obstacles to further team's advance.



Engaging targets out of sequence at SFP#1, 10 seconds per target(Sniper).



Safety Violation = 30 seconds



Intentional tossing of equipment to further a team's advance.



Handgun not securely holstered when leaving shooting lane.



Sub Machine Gun/Rifle not made safe before leaving shooting box.



Pointing a weapon in the air before leveling out on a target.



Handling any weapon by the pistol grip or trigger group while holstered or slung.



Sniper Rifle not made safe before leaving shooting box.



Shooting of sniper target outside of barrel guide. (30 seconds per target)



Picking up of a dropped weapon without notifying a judge.



Any team member doesn't follow the specified path of the competition (30sec for each member)



Handing of additional ammunition to any member (30 sec each round)



Mayor Safety Violation = 02:30 minutes



Breaking the 180-degree plane while handling a firearm.



Violation of the Laser safety rule.



Early weapon presentation/draw outside of the designated shooting lane.



Engagement of targets outside of designated shooting box.



Engagement of other team member's targets outside of own lane.



Forgetting a dropped weapon.



Any weapon handling deemed to be inappropriate.



Dropping or loss of control of any firearm whether loaded or unloaded.



Note : For safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rulers must, when a weapon falls, pick up the weapon and return it to the team member while taking care and caution while handing the weapon.



Course Completion Failure = DNF (Did Not Finish) 0



Judge deems a team's member/s actions unsafe to continue.



Team member/s unable to complete the Event.



Target Scoring



Missed Handgun Target
= 30 seconds.



Missed SMG/Rifle Target
= 30 seconds.



Missed Sniper Target
= 60 seconds.



Missed Gas gun Target
= 30 seconds.

Note : The target must fall over to be considered a hit, but it does not have to fall off of the stand.



Advisory Warning: Professionalism when interacting with Judges

Only the Team Commander or Leader along with an appropriate interpreter can interact with the Head of Judges or Assistant Head of Judges. When interacting with a Judge with questions on why a penalty was assessed or what violation was committed, it must be done in a calm, non-argumentative, professional manner. Voices must remain neutral and arguing with the judges will not be tolerated. After explaining the penalty and no agreement with the parties is reached, the next stage is a written grievance. If a Team Commander, team leader or a team member of any competing team continues to approach a Judge and continues to argue with the Judge in a non-professional or abusive manner, the Judge will warn that individual if they persist, their team will be assessed a 10 second penalty for nonprofessional behavior. If the nonprofessional or abusive manner continues and the Judge provides an additional warning to cease their behavior and they do not, then the Judge can assess a MAJOR PENALTY which is the same as a Major Safety Violation of 2 minutes and 30 seconds.

NOTE: The scoring table is off limits to all competitors, Team Commanders, Team, Leaders and Interpreters unless they are escorted by the Head of Judges or Assistant Head of Judges.



Legends:

AFP#1 Assault Firing Position Number 1.

SFP#1 Sniper Firing Position Number 1.

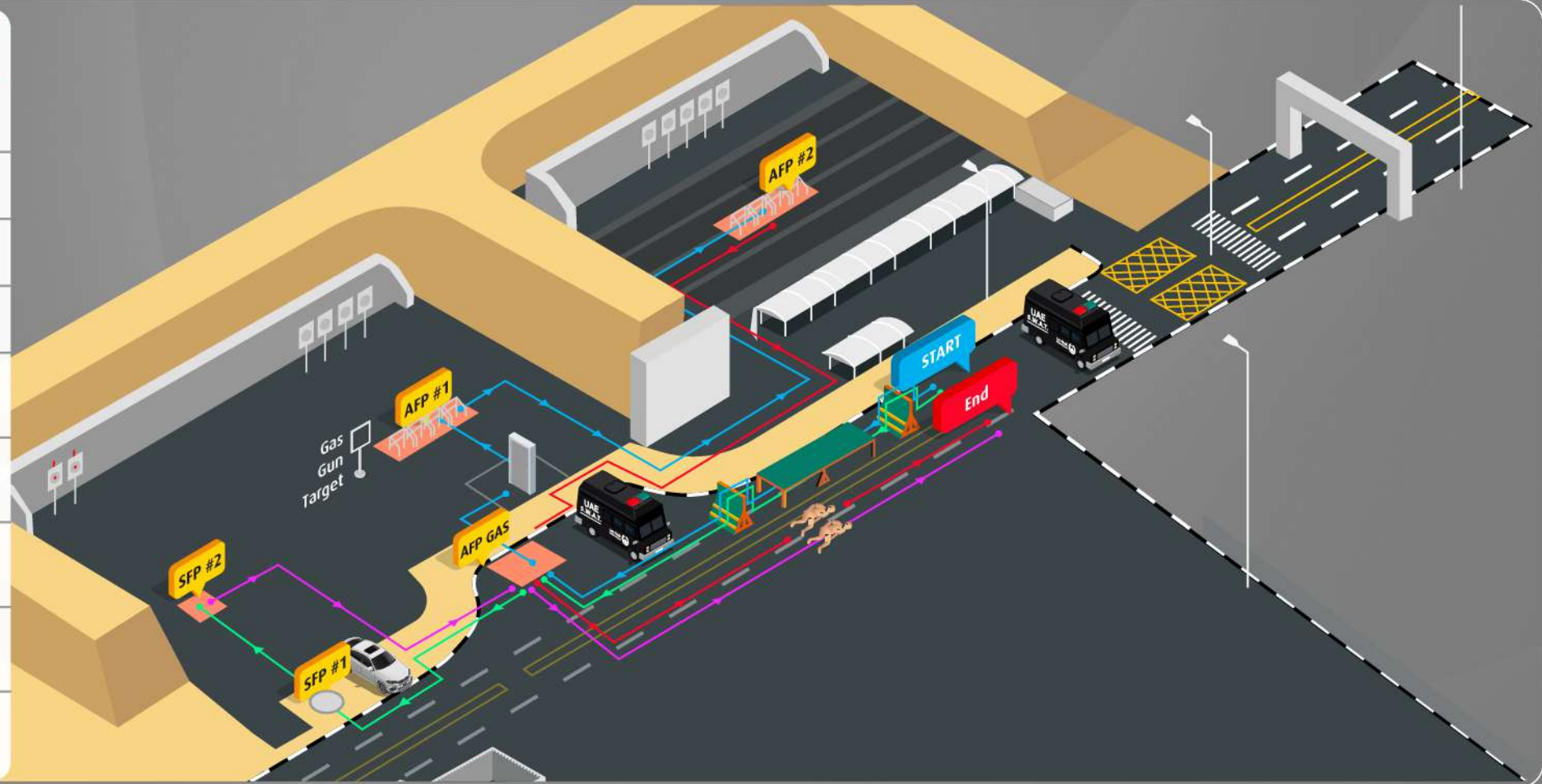
AFP#2 Assault Firing Position Number 2.

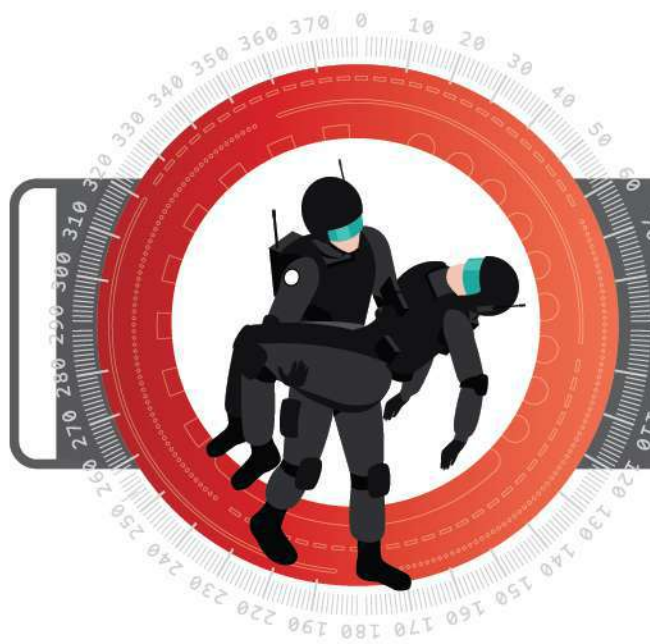
SFP#2 Sniper Firing Position Number 2.

Assault Event - MAP

Map legend

- Assault Team Course Path
- Assault Team Return To Finish
- Sniper Team Course Path
- Sniper Team Return To Finish
- AFP GAS Assault Firing Gas Gun Position
- AFP #1 Assault Firing Position Number 1
- AFP #2 Assault Firing Position Number 2
- SFP #1 Sniper Firing Position Number 1
- SFP #2 Sniper Firing Position Number 2

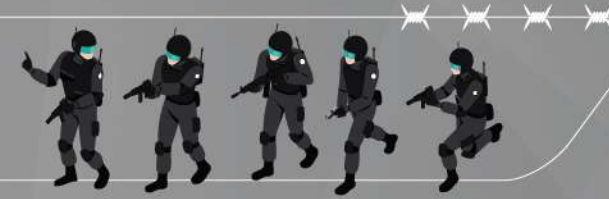




Event 03: OFFICER RESCUE

OFFICER RESCUE

The Officer Rescue will consist of a five (5) man team: four (4) Assault team members and one (1) Sniper.



Eye and ear protection, as well as Body Armor, is mandatory throughout the event.




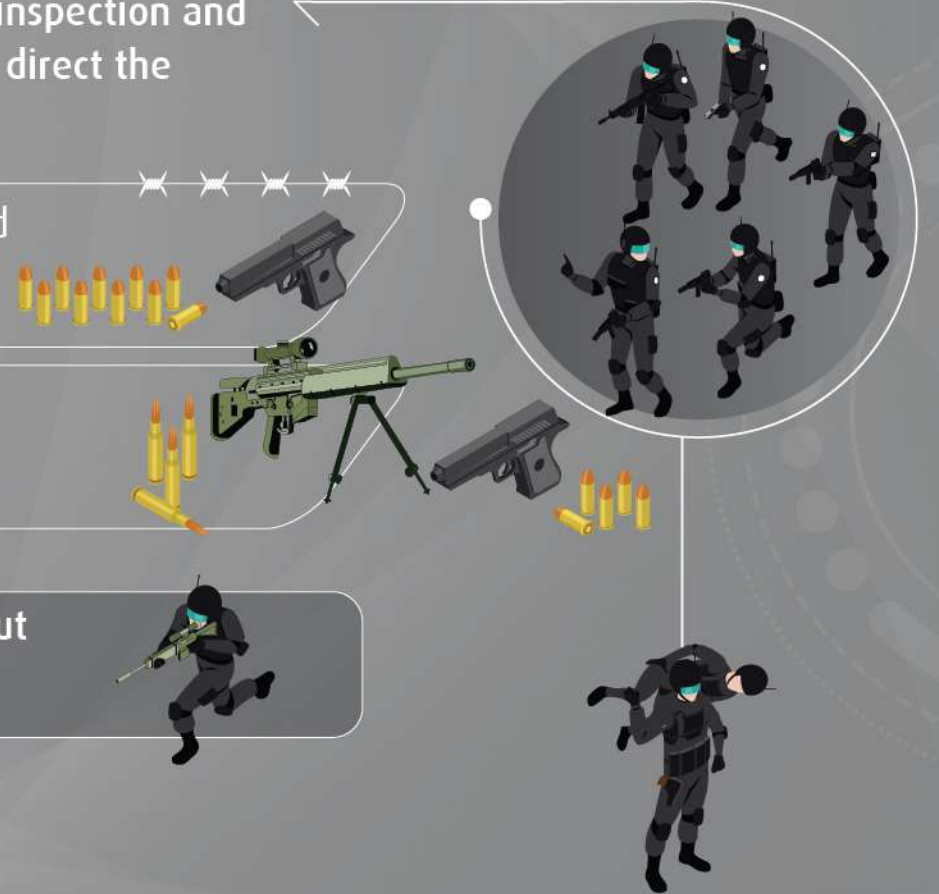
OFFICER RESCUE

All five (5) team members will report to the LOADING/UNLOADING area for a safety inspection and be prepared to begin the event under the supervision of the Range Official who will direct the loading/safety procedures of all weapons, and be equipped as follows:

→ The four (4) Assault team members will have a Handgun with one (1) magazine loaded with ten (10) rounds of frangible ammunition.

→ The Sniper will utilize an optically sighted precision Rifle with four (4) rounds of Rifle ammunition. Sniper will also carry a safely, secured unloaded Handgun.

→  The Sniper may utilize any ancillary/support equipment deemed necessary, but must transport the Rifle and all such equipment throughout the course.



OFFICER RESCUE

The Sniper will have an opportunity to review targets before the start of the event.



Absolutely no additional ammunition for the Assault team or Sniper is permitted on the course.



All five (5) team members will report to the LOADING/UNLOADING area for a safety inspection, equipped as noted, and be prepared to begin the event. The Sniper will be the Downed Officer. The four (4) Assault team members will draw to determine their Shooting Lane and Stance at the LOADING/UNLOADING AREA prior to the start of the event.



- The sniper will be the Downed Officer.
- Selection of shooting positions for assault team members will take place before the competition begins.



OFFICER RESCUE

On the command of "GO" the entire team will proceed to the Traverse Line. The entire team must traverse the line however they see fit.



Note: Should any weapon or piece of equipment be dropped while on the traverse line, it will be deemed lost and will be retrieved by the assigned judge and given back to the team members after completion of the Event. Any equipment loss will be assigned a Procedural penalty. The loss of a weapon is a Major Safety Violation and all rounds will be that would have been shot at the designated target will be counted as Missed Shots.



It will allow the restoration of safety and security equipments (headphones and glasses) during the course of the competition in order to preserve the safety of the team members when shooting



OFFICER RESCUE

Sniper

The Sniper will engage four (4) targets downrange.



Note: The sniper must engagement of targets from the prone position. Exceeding the target outline will be considered missed target.



After the Sniper has engaged his targets at SFP, the sniper will proceed directly to and over the high wall to the Officer down box



Once the Assault team has breached the door, they will move to their Shooting Positions.



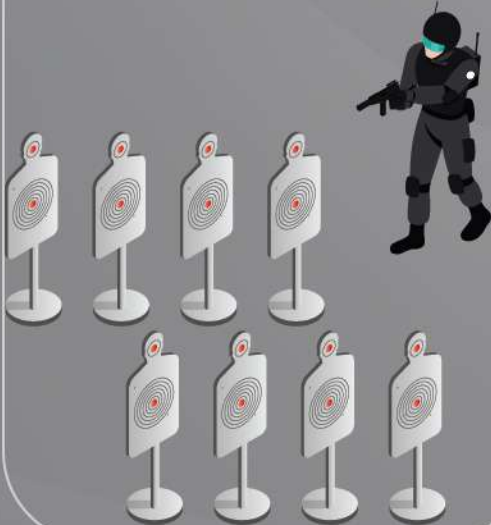
Note: the Ram will be left at the breaching door and does not have to be retrieved on the way back.

The assault team must be present in the designated area and not breach the door until the sniper shot is heard

OFFICER RESCUE

Assault team

Once at AFP#1, each Assault team member will engage his/her eight (8) Handgun targets in their pre-assigned shooting lane.



Team members may only shoot targets in their own lane.



Note: A hit on the target requires the target to be knocked down, but it is not required to fall from the stand.



No help may be given to a team members who do not knock down all targets in their assigned lane. Such action will result in a Safety Violation Penalty per target engaged.



OFFICER RESCUE

Assault team

Once each team member has knocked over all targets or has run out of ammunition, the handgun will be safely and securely holstered when cleared by a judge can proceed to the pre-positioned Tire.



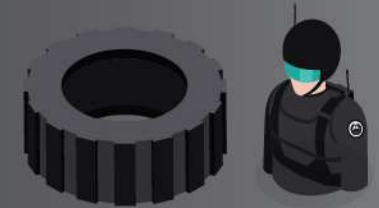
Members can only leave their shooting boxes after securely holstering their handguns and the judge gives them the instruction to Go.



After dealing with the targets, team members carry the tyre to the target location and leave it there. After that, the team members climb above the high wall to Traverse Line. Once the Downed Officer has arrived at the Officer down box, he must lie down in the Officer Down Box prior to being transported to the Finish line.



NOTE: A minimum of two (2) team members is required to carry the tyre. It is not allowed to carry the tyre by one member



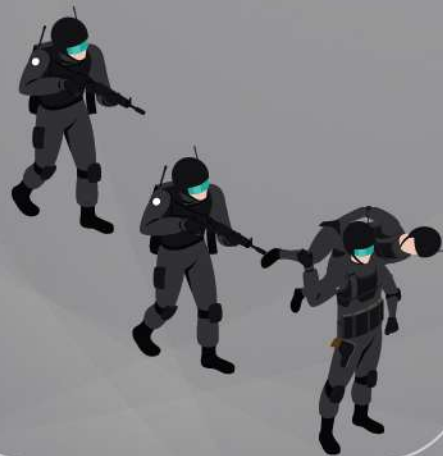
OFFICER RESCUE

Assault team

The team will determine the number of members needed to transport the Downed Officer.



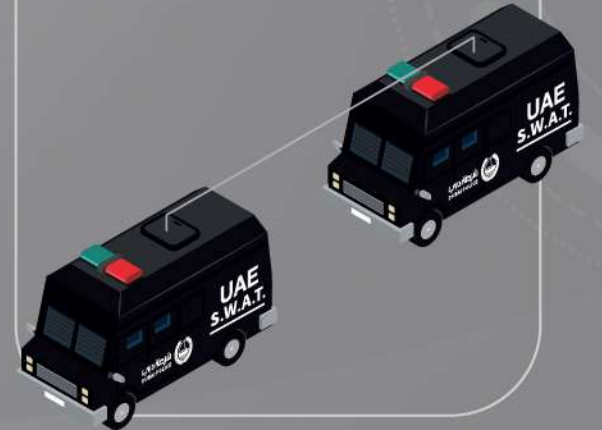
The team may carry the Downed Officer by any means necessary, except dragging him.



The Downed Officer may not assist in any manner during any part of the rescue. If determined by a judge that the Downed Officer assisted in the rescue, the team will assigned a procedural penalty.



The Downed Officer will be transported across the Traverse Line and carried all the way to the Finish line.



OFFICER RESCUE

Assault team

Each team member will traverse the line and proceed to the Finish line.



Once all Assault team members, Downed Officer and equipment cross the Finish line, the time will stop.



NOTE: Breaking the 180 Degree Plane, Violation of the Laser Safety Rule, Equipment malfunction causing the loss of weapon control, Early Weapon Presentation/Draw and any other inappropriate weapon handling, Dropping or loss of control of any weapon whether loaded or unloaded, will constitute a Major Safety Violation.

Procedural Penalties = 10 seconds



Leaving behind any piece of equipment.



Loss of any piece of equipments other that firearm over the traverse pit. It will allow the restoration of safety and security equipments (headphones and glasses) during the course of the competition in order to preserve the safety of the team members when shooting



Assault team breaches door before the Sniper fires first shot.



Breaching the door before all member have entered the breaching box.



Dragging/Rolling/ Flipping/Tossing of the tyre.



Obvious use of red areas on obstacles to further team's advance.



Downed Officer assists in rescue.



Engagement of targets in incorrect shooting stance.(10 seconds per target)



Safety Violation = 30 seconds



Intentional tossing of equipment to further a team's advance.



Handgun not securely holstered when leaving shooting lane.



Pointing a weapon in the air before leveling out on a target.



Handling any weapon by the pistol grip or trigger group while holstered or slung.



Dropping of the tyre from above hip height.



Dropping of the Downed Officer.



Sniper Rifle not made safe before leaving shooting box.



Shooting of sniper target outside of barrel guide. (30 seconds per target)



Any team member doesn't follow the specified path of the competition (30 sec for each member)



Picking up of a dropped weapon without notifying a judge.



Handing of additional ammunition to any member (30 sec each round)



Major Safety Violation = 02:30 minutes



Breaking the 180-degree plane while handling a firearm.



Violation of the Laser safety rule.



Early weapon presentation/draw outside of the designated shooting lane.



Engagement of targets outside of designated shooting box.



Engagement of other team member's targets outside of own lane.



Inappropriate weapons handling.



Loss of any weapon over the traverse pit.



Equipment malfunction causing the loss of weapon(s) control whether loaded or unloaded.



Forgetting a dropped weapon.



Note : For safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rulers must, when a weapon falls, pick up the weapon and return it to the team member while taking care and caution while handing the weapon.



Course Completion Failure = DNF (Did Not Finish) 0



Judge deems a team's member/s actions unsafe to continue.



Team member/s unable to complete the Event.



Target Scoring



Missed Handgun Target
= 30 seconds.



Missed Sniper Target
= 30 seconds.

Note : The target must fall over to be considered a hit, but it does not have to fall off of the stand.



Advisory Warning: Professionalism when interacting with Judges

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NOTE: The scoring table is off limits to all competitors, Team Commanders, Team, Leaders and Interpreters unless they are escorted by the Head of Judges or Assistant Head of Judges.



Legends:

AFP

Assault Firing Position

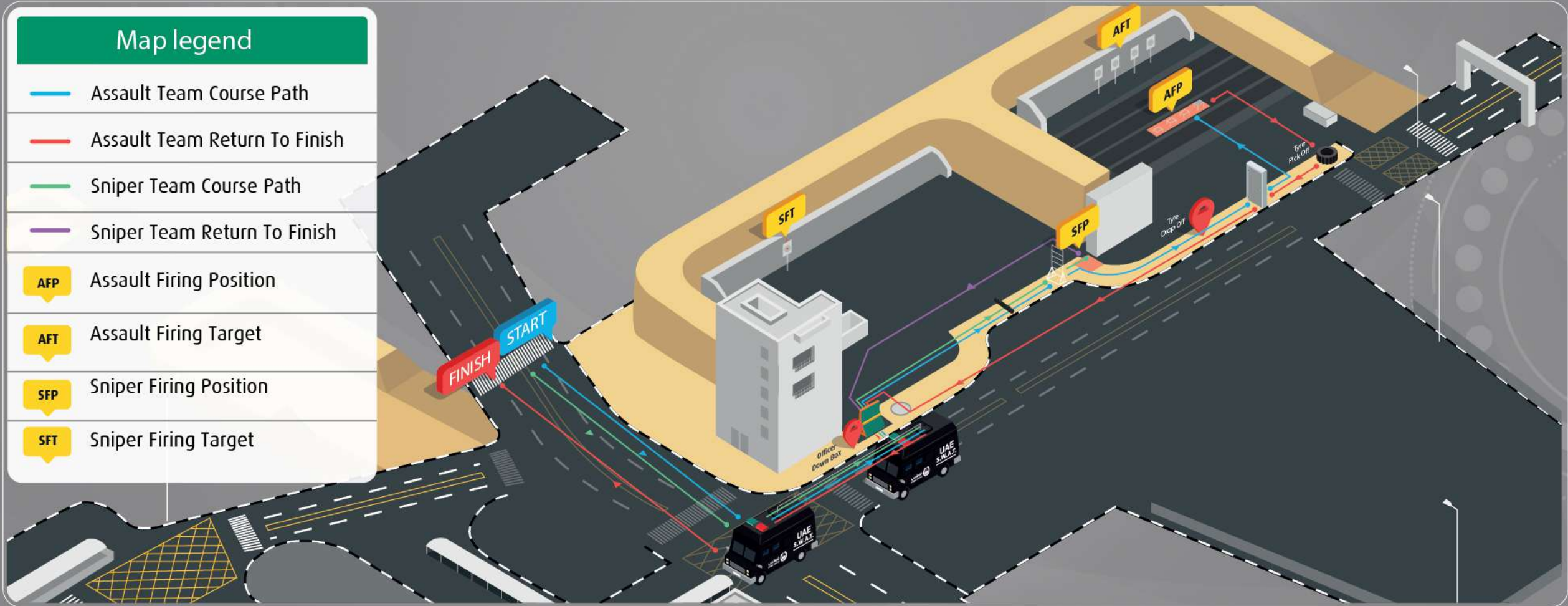
SFP

Sniper Firing Position

OFFICER RESCUE - Map

Map legend

- Assault Team Course Path
- Assault Team Return To Finish
- Sniper Team Course Path
- Sniper Team Return To Finish
- AFP Assault Firing Position
- AFT Assault Firing Target
- SFP Sniper Firing Position
- SFT Sniper Firing Target





Event 04: TOWER EVENT

Tower Event

The Tower Event will consist of a five (5) man team: three (3) Assault team members and two (2) Snipers.



Eye and ear protection, as well as Body Armor, is mandatory throughout the event.



Tower Event

All five (5) team members will report to the **LOADING/UNLOADING** area for a safety inspection and be prepared to begin the event under the supervision of the Range Official who will direct the loading/safety procedures of all weapons, and be equipped as follows:

Assault team and Sniper team members will have a loaded Handgun safely and securely holstered.



Each Assault team member and Sniper team member may carry as much frangible Handgun ammunition as they deem necessary.



Each Sniper team member shall utilize an optically sighted precision Rifle.



Tower Event

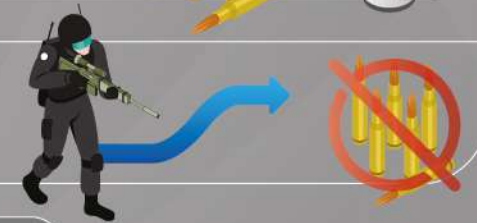
Each Sniper team member may carry seven (7) rounds of Rifle ammunition.



Snipers will not introduce ammunition into the Rifles until at a Final Firing Position.



Snipers may not move from a Firing Position until the Rifle is clear of all ammunition.



Sniper team members may utilize any support equipment they deem fit, but must transport their Rifles and all such equipment throughout the course.

Tower Event

Absolutely no additional ammunition for the Assault team or Sniper team is permitted to be staged on the course.



The Sniper team will consist of two (2) team members who will shoot a total of five (5) targets. Three (3) targets from ground level at SFP1# and two (2) targets from the top of the rappelling tower at SFP2#. Targets will be placed at unknown distances not to exceed 300 meters. The Snipers may not share ammunition or weapons nor shoot each other's targets.



Snipers may only load their Rifles at their Firing Positions.



Tower Event

Snipers will be required to make their Rifles safe (bolt back, magazine out, no ammunition in Rifle) prior to leaving each Firing Position.



Note: The Sniper may close the bolt with the Rifle on safe after presenting to the judge that the weapon is free and clear of ammunition.



The Assault team will consist of three (3) team members, each armed with a loaded Handgun and carried in a safe condition and securely holstered.



Assault team members may carry as much frangible Handgun ammunition as they deem necessary to complete the course of fire.



Team rappelling equipment will consist of either two (2) 11mm static ropes of sufficient length to allow for a double line or two 12.6-13 mm static ropes used as a single line. In addition to clip loading more than (40 kg)



Tower Event

Personal landing equipment for each team member consists of:



Harnes Landing
(Seat)



One (1) clip loading
more than (40 kg)



One (1) carabiner
(8) shape



Drop gloves



Any and all questions regarding rappelling equipment, tie-offs and/or tower safety must be brought to the attention of the Rappel Master.

Tower Event

Although no equipment may be pre-positioned, a period of time will be allocated to allow pre-rigging and inspection/approval by the Rappel Master. All rappelling activity will take place with a safety belay.

Two (2) will be allowed to accompany the team and positioned under the tower to carry out security and safety measures during the landing process for the other team members (BREAK) with the need to wear a head helmet.

Immediately upon the rappeler's arrival on the ground, the belay personnel will release the rope and stand aside.

Belay personnel are performing a safety function and will not assist the team in any way outside the safety mission.

Note: The team will be penalized should such unauthorized assistance be rendered with a Procedural penalty.



Tower Event



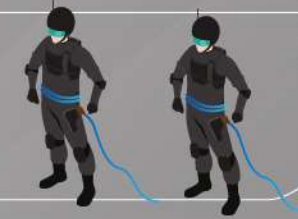
The Rappel Master has complete authority on the tower and will monitor and control all aspects of the rappelling evolution.



The rappel rope may be carried to the top of the tower by any of the five (5) man team.



The team members may tie off their rappel lines when they desire, however, rappelling will not take place, nor will any ropes be thrown over the side, until the Rappel Master gives the okay.



Tower Event

Assault Team

The event time will start at the Start/Finish line with the command "GO."



On the command "GO" the team will move to FP1#.



All team members will shoot one (1) Handgun target each at FP1# after which team members may leave the Shooting box individually.



Once completed or an individual decides to leave the Shooting box, the Assault team will holster their Handguns and move to the base of the tower.



Tower Event

Assault Team

Using the MARS ramp, the Assault team will ascend to the open window at the top of the MARS ramp and enter the tower. The Assault team will continue to ascend the tower using the remaining stairs to reach the repelling station.



Once at the repelling station, the Assault team will be allowed to begin the rappelling evolution.



The Rappel Master has complete authority on the tower and will monitor and control all aspects of the rappelling evolution.



Assault team members must ring the bell in the bottom window when they descend from the tower.



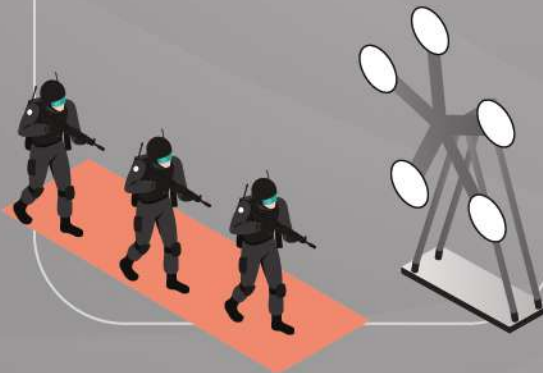
Tower Event

Assault Team

Once the Assault team rappels from the tower, they will move to and traverse obstacles on their way to AFP1#.



Once at AFP1#, each Assault team member must pass through the Shooting Box whether he/she is engaging any targets or not. All three (3) members may engage the targets if they should choose to do so. All targets must be knocked down before any team member leaves the Shooting Box.



Upon completing this course of fire, each member will securely holster his Handgun before exiting the Shooting Box.



Once the Assault team leaves the Shooting Box, they will traverse an obstacle before entering AFP2#.



Tower Event

Assault Team

The Assault team will engage a bank of targets until all targets have been hit or the members decide to leave AFP2#.



Note: the target must be hit and fall over to be considered a hit and in the event of target hit And its deviation does not count the hit, neither does the hit count when the target base is shot intentionally and unintentionally.



Note: Members will be allowed to shuffle sideways with their Handgun pointing downrange to get a better straight on shot. Should a member need to pass another member on the Firing Line to get a better shot, that member must securely holster his/her Handgun and pass behind the other member and then back to the Firing line, draw and continue to engage targets.



Upon completing the course of fire, each member will securely holster his/her Handgun before exiting the Shooting Box.



Each Assault team member will then move back through a range of obstacles to the Start/Finish line.



Tower Event

Snipers

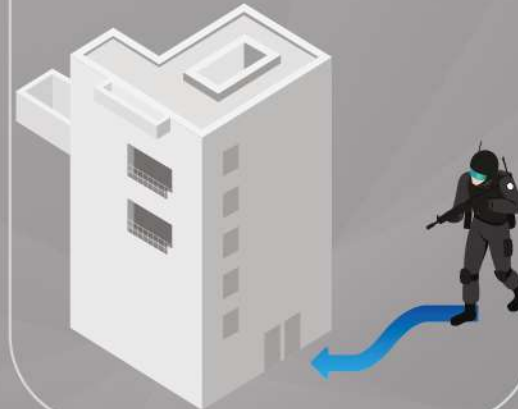
Once the Sniper team has engaged their Handgun targets at FP1#, they may securely holster their Handguns and leave the Shooting Box and move to SFP1#. Each Sniper will engage three (3) targets from SFP1# in the prone position.



Note: The Sniper must place the rifle barrel inside the rifle barrel guide before engaging the targets from the prone position. A Missed shot penalty will be assigned to each shot fired outside of the barrel guide at SFP1#.



Once these targets have been hit or the Sniper decides to leave, the Sniper will make his Rifle safe then move to the tower using the stairs from the base of the tower to ascend to SFP2#.



Once at SFP2#, each Sniper will engage two (2) targets located downrange.



Note: During the process of getting off the tower, snipers are not required to ring the bell

Tower Event

Snipers

Once the Snipers have completed their target engagements from the tower and their Rifles are made safe, they will be allowed to move to the repelling station and rappel down the tower and move to the Start/Finish line.



Any and all equipment utilized to facilitate this evolution must be carried throughout the event.



NOTE: Breaking the 180 Degree Plane, Violation of the Laser Safety Rule, Equipment malfunction causing the loss of weapon control, Early Weapon Presentation/Draw and any other inappropriate weapon handling, Dropping or loss of control of any weapon whether loaded or unloaded. will constitute a Major Safety Violation.

Procedural Penalties = 10 seconds



Leaving behind any piece of equipment.



Obvious use of red areas on obstacles to further team's advance.



Engagement of targets at FP#1 before all members are in the Shooting Box.



Leaving the Shooting Box at AFP#1 before all targets are knocked down.



Not passing through the Shooting Box at AFP#1.



Failure to dry fire Rifle at SFP#2 if ammunition is exhausted before reaching SFP#2.



Safety Violation = 30 seconds



crossing the red line in the safety area before securing ropes.



Intentional tossing of equipment to further a team's advance.



Handgun not securely holstered when leaving Shooting Box.



Sniper Rifle not made safe before leaving Shooting Box.



Picking up of a dropped weapon without notifying a judge.



Pointing a weapon in the air before leveling out on a target.



Handling any weapon by the pistol grip or trigger group while holstered or slung.



Shooting of sniper target outside of barrel guide.



Any team member doesn't follow the specified path of the competition (30 sec for each member)



Handing of additional ammunition to any member (30 sec each round)



Major Safety Violation = 02:30 minutes



Breaking the 180-degree plane while handling a firearm.



Violation of the Laser safety rule.



Early weapon presentation/draw outside of the designated shooting lane.



Engagement of other team member's targets at FP#1.



Engagement of targets outside of designated Shooting Box.



Any weapon handling deemed to be inappropriate.



Dropping or loss of control of any firearm whether loaded or unloaded.



Forgetting a dropped weapon.



Note: For safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rulers must, when a weapon falls, pick up the weapon and return it to the team member while taking care and caution while handing the weapon.



Course Completion Failure = DNF (Did Not Finish) 0



Judge deems a team's member/s actions unsafe to continue.



Team member/s unable to complete the Event.



Target Scoring



Missed Handgun Target
= 30 seconds.



Missed Sniper Target
= 30 seconds.

Note : The target must fall over to be considered a hit, but it does not have to fall off of the stand.



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NOTE: The scoring table is off limits to all competitors, Team Commanders, Team, Leaders and Interpreters unless they are escorted by the Head of Judges or Assistant Head of Judges.



Legends:

FP#1 Firing Position Number 1.

AFP#1 AFP#1 – Assault Firing Position Number 1.

SFP#1 SFP#1 – Sniper Firing Position Number 1.

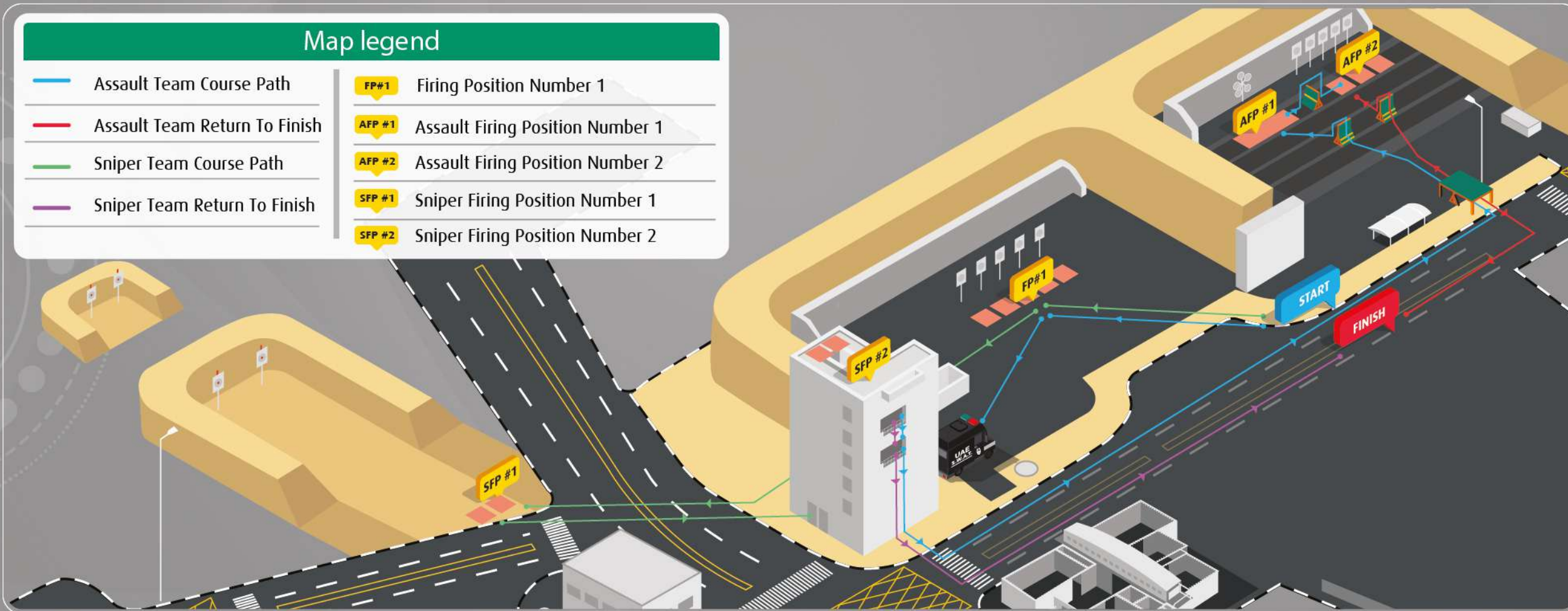
AFP#2 AFP#2 – Assault Firing Position Number 2.

SFP#2 SFP#2 – Sniper Firing Position Number 2.

Tower Event - Map

Map legend

- | | | | |
|---|-------------------------------|---|----------------------------------|
|  | Assault Team Course Path |  | Firing Position Number 1 |
|  | Assault Team Return To Finish |  | Assault Firing Position Number 1 |
|  | Sniper Team Course Path |  | Assault Firing Position Number 2 |
|  | Sniper Team Return To Finish |  | Sniper Firing Position Number 1 |
| | |  | Sniper Firing Position Number 2 |





Event 05: OBSTACLE COURSE

Obstacle Course

The Obstacle Course will consist of a five (5) man team dressed in team sports clothing.



The team will report to the START LINE.



Each team member must successfully traverse all obstacles.



Team members will have 3 attempts to complete each obstacle.



Yellow painted areas on the obstacle course must be touched by all team members.



Obstacle Course

Should a team member not touch a yellow area on an obstacle, that member will be required to re-do the obstacle or face a Procedural penalty.



Event time will stop once all team members have crossed the FINISH LINE.



If after the third attempt, a team member has not completed an obstacle, that team will receive a DNF (Did Not Finish) and the entire team will be halted, time stopped and escorted to the FINISH LINE.



A member may assist another member to complete any obstacle if the assisting member has not already completed the same obstacle where after the assisting member must complete the obstacle. Should a member complete any obstacle and assist another team member to complete an obstacle that the assisting member has already completed, the assisting member will be required to do that obstacle again.



Obstacle Course

The event/time begins on the command "GO." Each member of the team traversed each obstacle in order in the following manner:

1. Jacob's Ladder

Each member will "weave" their body over one rung and then under the next one without touching the ground.



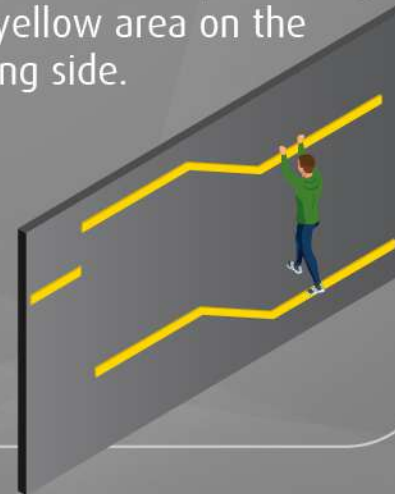
2. Rope Climb

Each member will climb the rope to the top and touch the yellow crossbar before descending the rope.



3. Traverse Wall

Mount the wall on the yellow protruding ledges and shimmy to the other end and exit only touching the yellow area on the exiting side.



4. Attic Entry

Enter up through the opening and exit off any side.



Obstacle Course

5. Horse Jump

Mount the low cross member in order to jump up to and over the next higher cross member.



6. Foot Wall

Assist one another up and over the top of this flat - faced wall with the attached length of rope. Members must pass in between the white and yellow cross beams. Members must touch the yellow cross beam.



7. Human ladder

The members of the team to form a human ladder to climb on the shoulders of each other to reach the top obstacle and get off from the other side.



8. Monkey Bars

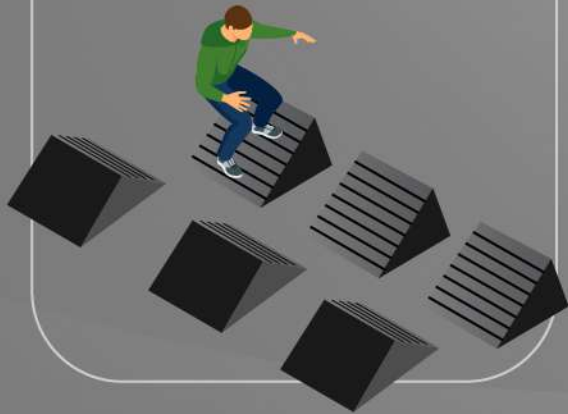
Each member will use only their hands to negotiate this obstacle. Members must touch both the yellow area on the start and end before exiting the obstacle. Members are allowed to weave their legs between the bars if they need to rest along the way without touching the ground.



Obstacle Course

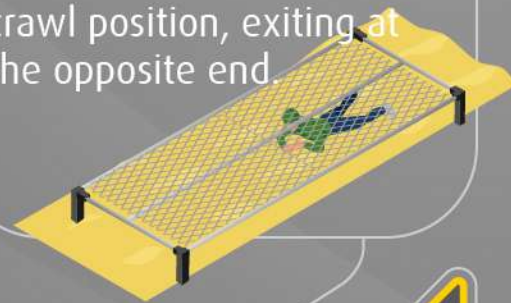
9. Ninja Board

Jump from board to board of the obstacle without touching the ground and exit on the other side



10. Low Crawl

Enter this obstacle in the low crawl position, staying beneath the upper cover. Proceed through the obstacle while in the low crawl position, exiting at the opposite end.



Note: On this obstacle only a member that has finished the low crawl obstacle may only assist the following member to exit the obstacle. That assisting member will not be required to re-do that obstacle.

11. Cargo Net

Climb over the horizontal beam and roll onto the cargo net. Climb over the top of the vertical cargo and pass underneath the yellow cross bar.



Note: For safety reasons, members are not permitted to flip vertically over the top of the cargo net. The team will incur a Safety Violation penalty for each member that flips their bodies over the cargo net.

12. BARREL ROLL

Team members climb this obstacle with the hanging barrel as each member rolls the barrel to cross the obstacle



Obstacle Course

13. Fireman's Tower

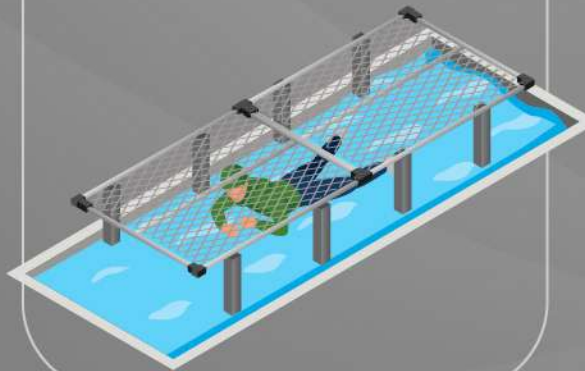
Ascend up the platforms and descend down the pole to the ground.



Note: Any two of the five team members must use the climbing wall to ascend to the second level.

14. Water Pit

Crawl through this water pit while remaining under the low tangle wire.



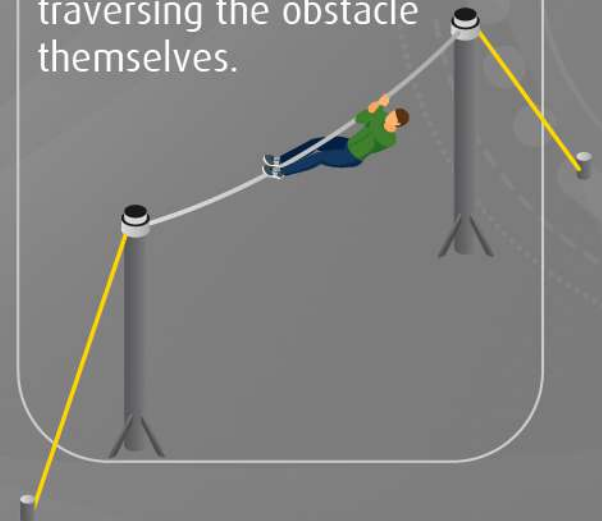
15. Pipe Slide

Slide through the pipe from one end to the other.



16. Traverse Rope

Do not touch the ground once you have mounted the obstacle until you have touched the upright vertical support at the far end. One may not be assisted by anyone not actually traversing the obstacle themselves.



Obstacle Course

17. Rope Swing

Team members must grab the rope and stand on the yellow platform, then swing across to the next platform without touching the ground. Feet must touch the yellow platform.



18. Irish Tables

Each cross beam must be crossed over the top.



19. Solo Wall

Team members must scale this vertical high wall as they see fit.



Note: The referee will require the competitor to re-pass the inhibitor in the following two cases:

- Not touching yellow painted area. = Redo Obstacle
- Using red painted area to further team's advance. = Redo Obstacle.

Safety Violation

→ The judge will require the member to re-do the inhibitor in the following cases:



Not touching yellow painted area



Using red painted area to further team's advance. = Redo Obstacle.



If any member assists another, the assistant member must re-pass the obstacle



Course Completion Failure = DNF (Did Not Finish) 0



Judge deems a team's member/s actions unsafe to continue



Failure to complete obstacle after 3 attempts



Team member/s unable to complete the Event



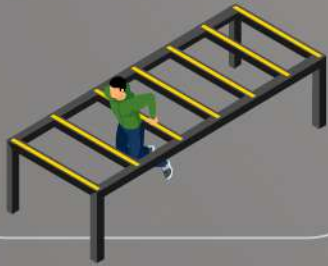
Target Scoring

Note : In all cases mentioned in the previous item, the team gets zero points.

Team members are not permitted to assist each other in the following locations:

Obstacle (1)

Jacob's Ladder



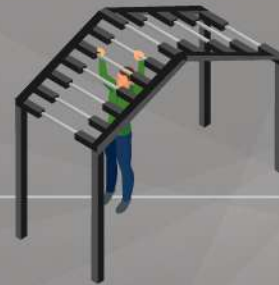
Obstacle (3)

Traverse Wall



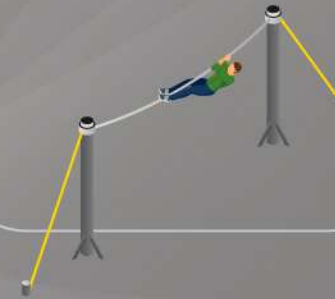
Obstacle (8)

Monkey Bars



Obstacle (16)

Traverse Rope



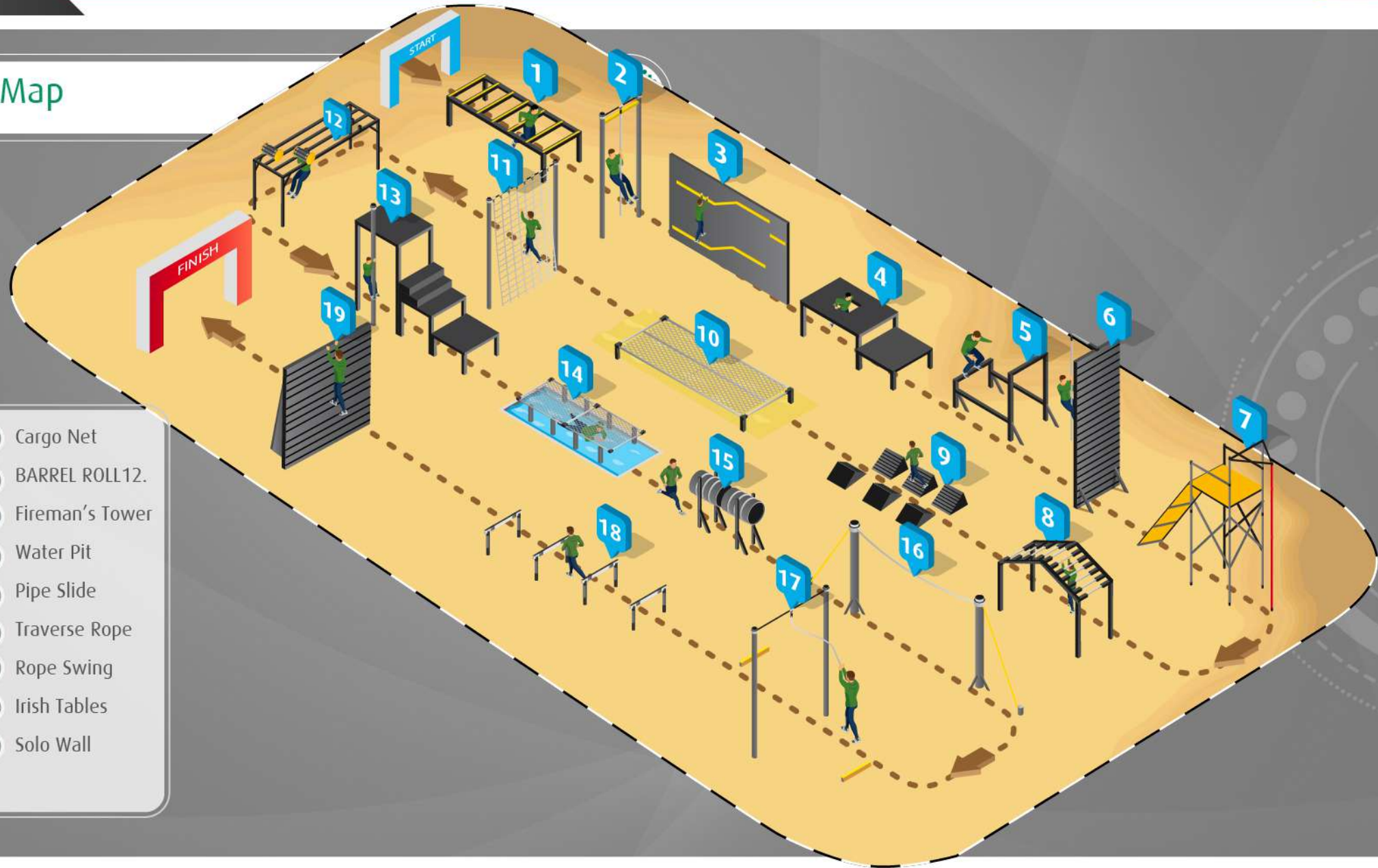
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Obstacle Course - Map



- | | |
|------------------|--------------------|
| 1 Jacob's Ladder | 11 Cargo Net |
| 2 Rope Climb | 12 BARREL ROLL |
| 3 Traverse Wall | 13 Fireman's Tower |
| 4 Attic Entry | 14 Water Pit |
| 5 Horse Jump | 15 Pipe Slide |
| 6 12 Foot Wall | 16 Traverse Rope |
| 7 Human ladder | 17 Rope Swing |
| 8 Monkey Bars | 18 Irish Tables |
| 9 Ninja Board | 19 Solo Wall |
| 10 Low Crawl | |