



تحدى الإمارات للفرق التكتيكية

UAE SWAT CHALLENGE

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2026

EDITION GUIDELINE

EVENT 1 – ASSAULT EVENT

! All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event.

NOTE: 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.

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 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.
- One assaulter will have a **12-Gauge** Shotgun with **6** rounds of ammunition.
- 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 (15) 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.
- 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 a 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 until the judge confirms that weapons are made safe and handguns are securely holstered.

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 through 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 be staged in a Gun Box at the rear of a vehicle)**. The team can traverse the obstacles as they see fit, providing that all members and equipment pass 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.

Sniper



After all five (5) team members 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 targets in sequence. The Sniper will first engage two targets from a prone position. One (1) target from a kneeling position and then one (1) target from a standing position. After the Sniper engaged targets run out of ammunition, make the Rifle safe and place the Rifle back into the Gun Box. The Sniper will then move down range and enter **SPF#2** to engage a Texas Star target. Once the Sniper has engaged his Handgun targets runs out of ammunition, he will securely holster his 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.

Assault Team

After completing all obstacles, the Assault team will run to the designated box next to a pre-positioned vehicle. All Assault team members have to be in the designated box before any member can don Gas mask. Only once all Assault team members have donned their Gas masks and shown that they have been properly fixed (**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. Assaulter with the shotgun will enter the shooting lane on the right. No Sub Machine **Gun/Rifle** will be loaded until the team member reaches a stationary position in **his/her** Shooting Position. Member will load their weapons 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.



 Team members are not permitted to shoot targets outside of their designated locations and this action will result in a penalty for violating safety rules for each engaged target. Upon completing this course of fire at **AFP#1**, each member will make their weapon safe: Sub Machine **Gun/Rifle/shotgun** 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.

Once an Assault team member 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 Safety Violation Penalty per target engaged. Once a member has 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 presenting a clear weapon to the judge and the judge gives them the instruction to go.

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 team members used to lift and carry the dummies in this event only. Dummies may not be dragged from the waist.

Once the entire team has crossed the Finish line with the Ram and two (2) Dummies and all equipment that used in foreground the time stop.



PENALTIES



Procedural Penalties = 10 seconds

- Leaving behind any piece of equipment.
- A member of the assault team wears a gasmask before all team members have entered the designated area.





- 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 members have entered the breaching box.
- Lifting Gasmask from face and excessive adjustment after being donned.
- 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.
- 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.
- 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.
- Sniper rifle not made safe before existing **SFP#1**.
- Handing of additional ammunition to any member (**30** sec each round).
- Any team member doesn't follow the specified path of the competition (**30** sec for each member).





Mayor Safety Violation = 2:30 minutes

- Breaking the **180-degree** plane while handling a firearm.
- 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.
- Forgetting a dropped weapon.
- Engagement of targets outside of designated shooting box.
- Engagement of other team member's targets outside of own lane.

NOTE:

for safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rules 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

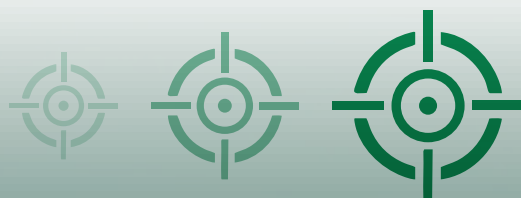
Missed Handgun Target = 30 seconds.

Missed SMG/Rifle Target = 30 seconds.

Missed Sniper Target = 30 seconds.

Missed Gas gun Target = 30 seconds.

Missed Shotgun Target = 30 seconds.



Note: The target must fall over to be considered a hit, but it does not have to fall off 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 behaviour. If the nonprofessional or abusive manner continues and the judge provides an additional warning to cease their behaviour 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 competitions, Team Commander, Team Leader and interpreters unless they are escorted by the Head of judges or Assistant Head of judges.

Legends:

- **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 2 – HOSTAGE RESCUE

! All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event.

The Hostage Rescue event will consist of a five (5) man assault team. There will be five (5) assaulters and one (1) sniper. Team members shall be ready with all equipment necessary to complete Hostage Rescue scenario. **Eye and ear protection, as well as Body Armor, is mandatory throughout the 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 rifle slinged. Shooters are not allow to leave anyshooting box the until the judge confirms that weapons are made safe and handgun are securely holstered.

Requirements

- ☑ one (1) handgun magazine and one (1) Handgun per person is required for this event and two (2) rounds of **9x19mm** frangible ammunition.
- Sniper with a sniper rifle, one (1) round for sniper rifle, one (1) pistol no round.
- Ram (**Breaching Tool**).
- Fully operational Gas mask with carry bag. (**not for sniper**)
- Ballistic Shield.



 From the **Start/Finish** position on the command “GO,” the sniper will run up the tower to the **SPF#1**. The Assault team will stay at the **Start/Finish** position. Once the sniper reaches **SPF#1**, he will engage a designated target with one (1) round. He can then proceed back to the finish line.

From the **start/Finish** position only after the sniper shot, the assault team will run to the front door of the Shooting House, once all five (5) members have reached the front door of the shooting house, they will don their gas masks. Once all five (5) members have donned their gas masks, the breacher will breach the front door using pre-position 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 reached his and is individual shooting Position. Each member will engage the target in his own lane. Each member will engage his target in his own lane.

At least two (2) team members or more will move to a pre-determined area and pick up one (1) Dummy. At least two (2) members must lift the Dummy from the ground after that can be carried by one (1) member or more through the front door to the Finish line.

All equipment including the Shield and Ram must make it to the Finish line. Both the Shield and Ram may be carried by one member on the way to the Finish line. Once all members, equipment and the dummy have crossed the Finish line, the time will stop.





PENALTIES



Procedural Penalties = 10 seconds

- Moving 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.
- Leaving behind any piece of equipment after crossing the finish line.
- Wearing the gasmasks before all team members have reached the first step of the stairs leading to the door.
- Breaching the door before team members wore the gasmask correctly.
- Lifting Gasmask from face and excessive adjustment after being donned.
- Lifting on the dummy by one (1) member.
- Pull the dummy when it's carried (**pickup**) the dummy directly from the ground.
- Dropping of the dummy after being lifted from the ground.
- Not wearing the gasmask properly.



Safety Violation = 30 seconds

- Intentional tossing of equipment to further a team's advance.
- Engagement of other team member 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.
- 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)
- Sniper rifle not made safe before exiting **SPF#1**.
- Not loading the sniper rifle in the prone position



Mayor Safety Violation = 2:30 minutes

- Breaking the **180-degree** plane while handling a firearm.
- Pointing a weapon in a manner that may endanger (**referees – 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.
- Forgetting a dropped weapon.
- Loading sniper rifle outside **safety/shoot** box & barrel guide

NOTE:

for safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rules 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.

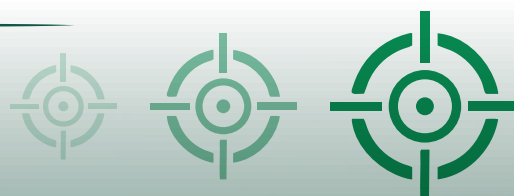


Target Scoring

Missed Handgun Target (white) = 30 seconds.

Hitting the target of the hostage red = 60 seconds.

Missed sniper target = 30 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)



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NOTE:

The scoring table is off limits to all competitions, Team Commander, Team Leader and interpreters unless they are escorted by the Head of judges or Assistant Head of judges.

Legends:

- SFP#1 – Sniper Firing Position Number 1.



EVENT 3 – OFFICER RESCUE



All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event.

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.**

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. 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. The Sniper will have an opportunity to review his target 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 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.

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

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 will be assigned a Mayor Safety Violation, and all rounds will be that would have been shot at the designated target will be counted as missed shots.

All team members, including the Downed Officer, will then proceed over the high wall. Once the entire team has climbed over the high wall, all team members will move to the ladder obstacle where the team will pick up the pre-positioned Ram and transport it over the top of the ladder obstacle. Once the entire team crossed over the top of the ladder the Sniper may move independently from the Assault team to **SFP#1**. The Assault team will then move to the breaching box. The entire Assault team must be in the Breaching Box, and the Sniper must have taken his first shot before breaching the door.

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, he will proceed directly to and over the high wall and proceed to the Officer down box, which will be located near the Traverse Line.



Assault Team

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.

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 member who does not knock down all targets in their assigned lane. Such action will result in a Safety Violation Penalty per target engaged.

Once each team member has knocked over all targets or has run out of ammunition, the handgun will be safety and securely holster when cleared by a judge can proceed to the pre-positioned Tyre. Members can only leave may their Shooting boxes after securely holstering their handguns and the judge gives them the instruction to go. After dealing with targets, team members carry the tire to the target location and leave it there. After that the team members climb above the high wall to the 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: minimum of three (3) team members is required to carry the Tire. The Tyre must be transported to a pre-positioned box and left there. The tyre must be completely lifted and may not be rolled or tossed to further the team's advance.



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



PENALTIES



Procedural Penalties = 10 seconds

- Leaving behind any piece of equipment.
- Loss of any piece of equipment other than a firearm over the traverse pit. Judge will allow the restoration of safety and security equipment (**ear protection, 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 members have entered the breaching box.
- **Dragging/ Rolling/ Flipping/ Tossing** of the tire.
- 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.
- 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.
- Dropping of the tire from above hip height.
- Dropping of the Downed Officer.
- Handing of additional ammunition to any member (30 sec each round)
- Any team member doesn't follow the specified path of the competition (30 sec for each member)
- Lifting tire with fewer than three (3) members, (3) members have to lift the tire.



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 members' targets outside of own lane.
- Inappropriate weapons handling.
- Loss of any weapon over the traverse pit.
- Equipment malfunctions causing the loss of weapons 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 rules 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.

Missed Sniper Target = 30 seconds.



Note: The target must fall over to be considered a hit, but it does not have to fall off 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 behaviour. If the nonprofessional or abusive manner continues and the judge provides an additional warning to cease their behaviour 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 competitions, Team Commander, Team Leader 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.



EVENT 4 – TOWER ASSAULT



All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this 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. 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.
- Each Sniper team member may carry seven (7) rounds of Rifle ammunition.
- Snipers will not introduce ammunition into the Rifles until at a 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.

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 **SFP#1** and two (2) targets from the top of the rappelling tower at **SFP#2**. 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. 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 minimum two (2) **11 mm** static ropes of sufficient length to allow for two (2) single lines. Any rope with diameter less than 11mm must be a double rope. Personal landing equipment for each team member **consists of:**

- Harness Landig (**seat**)
- One (1) clip loading more than (**40 KN**)
- One (1) carabiner (**8**) shape
- Drop Gloves

Ropes will be secured with an anchor tie-off with sufficient free rope to allow for a belay, before a load is placed on it. Carabiners with the minimum tensile strength of **40kN (9000lbs)** must be used for the anchor system. **NO DYNAMIC ROPES WILL BE ALLOWED.** Each team member will utilize an approved **harness/seat, locking /auto-locking** carabiner with a minimum tensile strength of **27kN (6000lbs)**, descender and full-fingered gloves. Any and all questions regarding rappelling equipment, tie-offs and/or tower safety must be brought to the attention of the Rappel Master. 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. The team will utilize its own belay personnel. All belay personnel will wear protective helmets and no gloves. 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.

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. The two (2) team belay personnel will report with the five (5) team members to the safety inspection. At this time, the belay personnel will don their approved helmets, and the helmets will remain on until their team has completed the event. The event time will start at the **Start/Finish** line with the command "GO." On the command "GO" the team will move to **FP#1**.

NOTE: All team members must be inside the Shooting box before any Handgun is drawn

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



Assault Team

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. 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. Once the Assault team rappels from the tower, they will move to and traverse obstacles on their way to **AFP#1**. Once at **AFP#1**, 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 **AFP#2**. The Assault team will engage a bank of targets until all targets have been hit or the members determine to leave **AFP#2**.

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.



Sniper

Once the Sniper team has engaged their Handgun targets at **FP#1**, they may securely holster their Handguns and leave the Shooting Box and move to **SFP#1**. Each Sniper will engage three (3) targets from **SFP#1** in the prone position. 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 **SFP#2**. Once at **SFP#2**, 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.

A Sniper who has exhausted all rounds prior to reaching **SFP#2** will be required to assume a prone shooting position and dry fire his Rifle prior to rappelling.

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.

Successful engagement of targets for Snipers is defined as braking or knocking down a selected target. Targets that have to knocked down do not have to fall from the target stand to be considered a hit but must fall over either on the stand or on the ground. The entire team (**excluding the Belay personnel**) must cross the **Start/Finish** line where time and the event will stop.

All equipment utilized to facilitate this evolution must be carried throughout the event.



PENALTIES



Procedural Penalties = 10 seconds

- Leaving behind any piece of equipment.
- 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 Sniper Rifle at **SFP#2** if ammunition is exhausted before reaching **SFP#2**.



Safety Violation = 30 seconds

- 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 levelling out on a target.
- Handling any weapon by the pistol grip or trigger group while holstered or slung.
- Handing of additional ammunition to any member (**30 sec each round**)
- Any team member doesn't follow the specified path of the competition (**30 sec for each member**)





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.
- Any weapon handling deemed to be inappropriate.
- Dropping or loss of control of any firearm whether loaded or unloaded.
- Forgetting a dropped weapon.
- Engagement of targets outside of designated Shooting Box.
- Engagement of other team member's targets at **FP#1**.

NOTE:

for safety and security considerations, it is forbidden for all team members to pick up a weapon when it falls, and all rules 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)

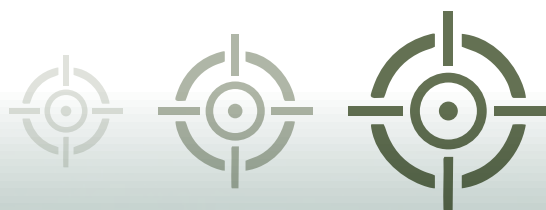
- Judge deems a team's member/s actions unsafe to continue.
- Team member/s unable to complete the Event.



TARGET SCORING

Missed Handgun Target = 30 seconds.

Missed Sniper Target = 30 seconds.



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



Advisory warning:

Professionalism when interacting with judges

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NOTE:

The scoring table is off limits to all competitions, Team Commander, Team Leader 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** – 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 5 – OBSTACLE COURSE

 All Competitors should refer to the Uniform Dress Code and review the Grievance Procedures prior to beginning this event.

NOTE: The Obstacle Course will consist of a five (5) man team dressed in team sports clothing or BDU's.

- 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.
- 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 do 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.
- 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 or bell 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.
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 member 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. **Balance:** Each member must cross the wood beam without touching the ground, ensuring contact with the yellow color at the both start and finish points.
9. **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. Lifting a member at the start to reach the yellow line is allowed.
10. **Ninja Board** – Jump from board to board of the obstacle without touching the ground and exit on the other side.
11. **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.



12. 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. Lower yourself down the other side. Mount the stretched balance cable without touching the ground and move across to the yellow platform. **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.

13. Barrel Roll - Team member climbs this obstacle with the hanging barrel as each member roll the barrel to cross the obstacle.

14. Fireman's Tower (High Climb Slide) - Ascend up the platforms and descend down the pole to the ground. **Note:** Two of the five team members must use the climbing wall to ascend to the second level.

15. Water Pit - Crawl through this water pit while remaining under the low tangle wire.

16. Pipe Slide - Slide through the pipe from one end to the other.

17. 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.

18. 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.

19. Irish Tables- Each cross beam must be crossed over the top.

20. Solo Wall - Team members must scale this vertical high wall as they see fit.

Time will stop once all 5 team members have crossed the FINISH LINE.





PENALTIES



Safety Violation

- The judge will require the competitor to re-pass the inhibitor in the **following cases:**
- Not touching yellow painted area = Redo Obstacle
- Using red painted area to further team's advance = Redo Obstacle
- If any member assists another, the assistant member must Redo the obstacle



Course Completion Failure = DNF (Did Not Finish)

- 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.

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 obstacles:

- **Obstacle Number 1:** Jacob's Ladder
- **Obstacle Number 3:** Travers Wall
- **Obstacle Number 9:** Monkey Bars (Begin lift allowed but then after no support allowed)
- **Obstacle Number 13:** Barrel Roll
- **Obstacle Number 17:** Travers Rope



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