Florida SWAT Association Patrol Rifle Competition Thursday, April 24th & Friday, April 25th, 2025

COMPETITION HOST & RANGE

Lakeland Police Department Training Center 3131 Centurion Drive Lakeland, FL 33801

Thursday, April 24th, 2025	Th	ursdav.	Anril	24th.	2025
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1 hursday, April 24 th , 2025 0730 – 0830 HRS	Registration -Team/ Rotation	on Assignment	LPD T	С	FSA Staff
0830 – 0900 HRS	Safety Brief -Range Rules -Competition -Gear Inspecti		LPD R	ange 1	FSA/LPD
0900 – 1700 HRS	Competition •	Event 1: Range 1		Citrus County Citrus County -Single-compe	SO Staff
	•	Event 2: Range 2		Ramped-up Ro Lakeland PD S -Multi-compet	Staff
	•	Event 3: Range 3		Gainesville PI Gainesville PI -Single-compe) Staff
	•	Event 4: Range 4		Lake County I Lake County S -Single-compe	Staff

Range 2 will operate as follows:

0900-1100 HRS: Competitors 1-50 will run course when available 1100-1500 HRS: Vendors will have access to Range 2 for demos 1500-1700 HRS: Competitors 51-100 will run course when available

Thursday Night Hospitality Event/Tactical Debrief

Magnolia Building 702 East Orange St Lakeland, Florida 33801

Time: 1900-2200

^{*}Schedule is subject to change by the Competition Committee

Florida SWAT Association Patrol Rifle Competition Thursday, April 24th & Friday, April 25th, 2025

Friday, April 25th, 2025

0830 - 0900 HRS **Daily Brief** LPD TC FSA Staff

0900 – 1600 HRS **Competition**

• Event 5: Osceola County SO Event Range 1 Osceola County SO Staff

-Single-competitor

• Event 6: Shape Your Shot

Range 2 Lakeland PD Staff
-Multi-competitor

Property County SO Event Range 3 Orange County SO Staff

-Single-competitor

• Event 8: Champion's Challenge Event

Range 4 Orange County SO Staff

-Single-competitor

• Tie Breaker Tie Breaker- If needed

Range 2 & 3 FSA Staff

Range 2 will operate as follows:

0900-1100 HRS: Competitors 1-50 will run course when available 1100-1400 HRS: Vendors will have access to Range 2 for demos 1400-1600 HRS: Competitors 51-100 will run course when available

1600 - 1700 HRS After Action & Award Ceremony

^{*}Schedule is subject to change by the Competition Committee

TWO DAYS: Thursday April 24th and Friday April 25th, 2025

GENERAL COMPETITION RULES AND INFORMATION READ ALL RULES CAREFULLY AS VIOLATIONS WILL RESULT IN PENALTY

- 1) All competitors must be registered and have submitted payment to the Florida SWAT Association before they will be allowed to compete.
- 2) Competitors will refer to the Patrol Rifle Competition Schedule to ensure punctuality and avoid penalty. Any shooter that is not present at a scheduled event, with all needed equipment, will be assessed a 'Late to Line' penalty.
- 3) Upon arrival at the host facility, competitors will check in at the main gate. Competitors must provide the appropriate, signed waivers. Each competitor will be assigned a 'Shooter Number' that will assist with scoring procedure.
- 4) The host facility will be run as a COLD RANGE during the two days of competition. As such, competitors will be required to leave all firearms secured in the vehicle expect for their weapons being used for the Patrol Rifle Competition. All rifles must be carried void of any magazine or ammunition with the provided chamber safety flag in the gun until event staff has instructed the competitor to remove it.
- 5) Rifles, Handguns and Equipment:
 - -All rifles and handguns for competition must be approved by the competitor's agency to be deployed at the patrol level. No scoped precision rifles are allowed. If the competitor's rifle has an optic with magnification, it must be run at the lowest magnification setting.
 - Competitors are required to have 60 rounds of frangible ammunition and 40 rounds or ball or duty rifle ammunition for competition. Additionally, competitors are required to have 50 rounds of ammunition for their duty pistols.
 - -Eye protection, hearing protection, and soft body armor will be mandatory for all events.
 - -Refer to the individual event rules to determine if additional equipment is needed.
- 6) During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.
- 7) Scoring: Upon completing each event competitors will have the opportunity to immediately view their score sheet and will sign the sheet acknowledging their finalized score. Competitors will not be permitted to come back to the scoring table multiple times to inquire about scores. Any rules or scoring issues will be referred to a member of the scoring committee and final determination will be made by the Competition Director.
- 8) Any competitor that is deemed to have committed a third 'Major Safety Violation' will be disqualified from the Competition.
- 9) Thursday night's Situational Debrief and Hospitality Evening is mandatory for all competitors as it will be part of the educational aspect of the competition.
- 10) Finally, this competition is meant to push your individual limits and test your skillset. Come prepared to perform your best. You should leave this competition with new prospective and a refreshed eagerness to train!

DAY ONE: Thursday April 24th, 2025

EVENT #1 – Citrus County Sheriff's Office Event

THIS EVENT WILL BEGIN ON RANGE 1 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and review the scoring review prior to competing.

NOTE:

- Frangible ammunition is required for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #1-4 will be run on Thursday, April 24th, 2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

This event requires each shooter to complete a physical exercise and arrive at shooting position from which each shooter will engage his/her targets.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Shooter will have a fully operational Sub gun or Patrol Rifle with two (2) magazines loaded with ten (10) rounds each for a total of twenty (20) rounds.
- Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Patrol Rifle will remain void of any ammunition until the Competitor arrives at the designated firing position.

The competitor will start in the designated painted box. The competitor's rifle will be placed in Shooting Box One "Cruiser Safe" (chamber empty, bolt forward, (1) 10 round magazine inserted, weapon on safe). The competitor's second magazine will be secured in a magazine pouch on their person.

The event/time will begin with the command "GO." Upon the command "GO," the competitor will pick up a weighted sandbag. The competitor will **stand up completely** while lifting the bag over their shoulder and drop it behind them. The bag must touch one of their shoulders each time it is lifted. The competitor will turn around and repeat the process for a total of 10 times.

Once the competitor completes 10 sand bag lifts, they will proceed to Shooting Box One. Once inside Shooting Box One, they will charge their weapon and engage two (2) white steel targets down range in the center lane. The competitor will then place the rifle on safe, and proceed either right or left to Shooting

Box's Two or Three. If a competitor goes to Shooting Box Two they must engage two (2) white steel targets in the left lane with their left hand on the weapons grip and utilizing their left hand fingers for the trigger. If a competitor goes to Shooting Box Three they must engage two (2) white steel targets in the right lane with their right hand on the weapons grip and utilizing their right hand fingers for the trigger. After firing two round in boxes Two or Three the competitor must place the weapon on safe and proceed back to Shooting Box One. Once in Shooting Box One, the competitor will engage two (2) white steel targets in the center lane. The competitor will place the weapon on safe and proceed to either Shooting Box Two or Three, whichever they have not been to yet. Once in that box, the shooter will engage two (2) white steel targets in the appropriate lane. The competitor will place the weapon on safe and proceed back to Shooting Box One. Once in Shooting Box One, the competitor will engage two (2) white plates in the center lane. At this point the competitor will be out of ammunition and place the weapon on safe.

The competitor will proceed forward to Shooting Box Four, while reloading their rifle with their second 10 round magazine. Once in Shooting Box Four, the competitor will engage two (2) green steel targets in the center lane. The competitor will then place the rifle on safe, and proceed either right or left to Shooting Box's Five or Six. If a competitor goes to Shooting Box Five they must engage two (2) green steel targets in the left lane with their left hand on the weapons grip and utilizing their left hand fingers for the trigger. If a competitor goes to Shooting Box Six they must engage two (2) green steel targets in the right lane with their right hand on the weapons grip and utilizing their right hand fingers for the trigger. After firing two round in boxes Five or Six, the competitor will place the weapon on safe and proceed back to Shooting Box Four. Once in shooting Box Four the competitor will engage two (2) green steel targets in the center lane. The competitor will place the weapon on safe and proceed to either Shooting Box Five or Six, whichever they have not been to yet. Once in that box, the shooter will engage two (2) green steel targets in the appropriate lane. The competitor will place the weapon on safe and proceed back to Shooting Box Four. Once in Shooting Box Four, the competitor will engage two (2) green plates in the center lane. At this point the competitor will be out of ammunition and place the weapon on safe.

The competitor will drop their magazine, show clear, and place the weapon on safe. They will then proceed to the START LINE which is a cone placed next to the exercise box. Once the competitor passes the cone time will stop.

Plates missed / left up – 30 second penalty added to competitor's time.

Competitors must and can only fire two rounds in each box at a time before moving. If a competitor misses a steel plate they must move on. Rifle must be shouldered during each shot. If shooting left handed, rifle must be shouldered on the shooters left side. If shooting right handed, rifle must be shouldered on the shooters right side.

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Procedural violations- Ten seconds (0:10)
Missed shots- Thirty seconds (0:30)
Failure to engage target- One minute (1:00)
Safety violation- Thirty seconds (0:30)
Major safety violation- Two minutes, thirty seconds (2:30)

DAY ONE: Thursday April 24th, 2025

EVENT #1 – Citrus County Sheriff's Office Event

Competitor Name/#:		
Raw Run Time:		
Missed Target:		
(# missed x 30 second	s each)	
Misc. Penalties Assess	ed:	
Total Time +/- Deduct	ions and Penalties:	
Scorer Initials:		
Competitor Initials:		

DAY ONE: Thursday April 24th, 2025

EVENT #2 – Lakeland Police Department Event

THIS EVENT WILL BEGIN ON RANGE 2 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and the scoring review prior to competing.

NOTE:

- Ball or duty ammunition is permitted for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #1-4 will be run on Thursday, April 24th, 2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Shooter will have a fully operational Sub gun or Assault Rifle with one (1) magazine loaded with twenty (20) rounds of ammunition
- *Ball or duty ammunition* is permitted for this course of fire. Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Assault Rifle will remain void of any ammunition until the Competitor arrives at the designated firing position.

Each competitor will begin standing at their designated V-Tac barricade with their rifle and magazine. When instructed, competitors will load their weapons and ground it pointed downrange. The event will not begin until each competitor has at least one hand touching his/her designated V-Tac barricade.

The event/time will begin with the command "GO." Upon the command "GO," competitors will leave their shooting position, with their rifle remaining grounded, and move up range where they will be required to cross the existing line and then return to their shooting positions. Each competitor will move at their own pace and upon getting back to their rifle, they will fire only two (2) rounds from a shooting position of their choice. Any of the outside steps on the V-Tac barricade or ports within the V-Tac barricade may be used as support; the same position may be used through the event. After each pair of shots, the competitor will once again ground their rifle, pointed downrange, and again run to the line and back. The competitor will repeat this a total of ten (10) times to engage only their own target backer shooting all five (5) bullseye targets

a total of four (4) times; the full twenty (20) rounds of ammunition will be expended after completing the tenth return to the shooting box. The competitor's time will stop upon crossing the line for the eleventh time, with their rifle being grounded and empty at their shooting position.

For clarity: Each competitor will have a designated target backer with five (5) scoring ring targets; each of the five (5) targets will be engaged two different times during the event for a total of four (4) hits on each of the bullseye targets.

At no time will any competitor carry their weapon outside of the shooting box. This will be considered a major safety violation. The shooter must cross the Finish Line in possession all the equipment they started with except for their rifle and magazine, and then the time will stop. Line breaks on the highest scoring ring will be awarded.

The event will be run for time and will be scored with deductions/penalties being assessed as follows:

10 Ring= 8 second deduction

9 Ring= 4 second deduction

8 Ring= 3 second deduction

7 Ring= 2 second deduction

6 Ring= 1 second deduction

5 Ring= No deduction

Outside of target/fifth or more hit on same target= 10 second penalty

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Procedural violations- Ten (10) seconds
Firing more than two rounds during relay: One minute (1:00)
Safety violation- Thirty (30) seconds
Late to line- One minute (1:00)
Major safety violation- Two minutes, thirty seconds (2:30)

DAY ONE: Thursday April 24th, 2025

EVENT #2 – Lakeland Police Department Event

Competitor #		
Raw Run Time:		4
10 Ring= 8 second deduction 9 Ring= 4 second deduction 8 Ring= 3 second deduction 7 Ring= 2 second deduction 6 Ring= 1 second deduction 5 Ring= No deduction	# of Hits: # of Hits: # of Hits: # of Hits: # of Hits:	
Total All Deductions:		
Penalties Assessed:		EakerTargets.com """ press non self-
Total Time +/- Deduction	ns and Penalties:	
Scorer Initials:		
Competitor Initials:		

DAY ONE: Thursday April 24th, 2025

EVENT #3 – Gainesville Police Department Event

THIS EVENT WILL BEGIN ON RANGE 3 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and review the scoring review prior to competing.

NOTE:

- Frangible ammunition is required for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #1-4 will be run on Friday April 25th,2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

This event requires each shooter to traverse an obstacle and arrive at shooting position from which each shooter will engage his/her targets.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Shooter will have a fully operational Sub gun or Assault Rifle with two (2) magazines loaded with 5 frangible rounds each, totaling ten (10) rounds of ammunition.
- Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Assault Rifle will remain void of any ammunition until the Competitor arrives on the firing line.

The event/time will begin with the command "GO." Upon the command "GO," the shooter will complete 10 burpees at the start line. The shooter will then traverse an obstacle before moving into his/her final firing position (FFP). Having accomplished this, the shooter will load his/her Sub Gun/Assault Rifle and engage the targets. The shooter will have seven (7) white colored steel targets to engage from behind a VTAC barricade. The white colored steel plates will be arranged on a Double Texas Star apparatus. The apparatus will have red colored steel plates that will represent "hostages" and will shall not be engaged. The penalty for shooting a red "hostage" plate will be thirty (30) seconds. The VTAC barricade can be utilized to engage the targets however the shooter chooses.

There will be one additional white steel plate positioned downrange. If the shooter has successfully engaged all seven (7) white colored steel targets from the Double Texas Star and has

any remaining rounds, the shooter can then, and only then, engage the additional white plate downrange. This single steel plate will be considered a bonus plate and successfully hitting the plate will result in a thirty (30) second time deduction; there is no penalty for missing or leaving this plate standing. Engaging this single plate prior to clearing the white plates from the Double Texas Star will be considered a Procedural Penalty and no time deduction will be given. Weapons will be maintained under strict control and pointed downrange and within the confines of the individual shooting lane at all times.

Upon completing the course of fire, the shooter will ensure his/her weapon is in the specified safe condition: Sub-guns/Assault Rifle magazine out, bolt back, safety on, regardless of ammunition supply. Should a malfunction occur which prevents the weapon from being placed in the specified safe condition, the weapon will be safely grounded (muzzle pointing downrange) at the shooting box. Once the shooter has successfully engaged all their Sub Gun/Rifle targets or they have exhausted all their Sub Gun/Rifle ammunition, they will traverse back through the course in reverse order. The shooter will traverse the same obstacle on way back, then must pick up (1) dummy and carry or drag it to the finish line.

The shooter must cross the Finish Line in possession of the dummy and all the equipment they started except for their rifle magazines, and then the time will stop.

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Each remaining white plate on Double Texas Star- Thirty (30) seconds Each red hostage plate hit- Thirty (30) seconds Successful engagement of Bonus Plate- Thirty (30) second deduction Procedural violations- Ten (10) seconds Safety violation- Thirty (30) seconds Major safety violation- Two minutes, thirty seconds (2:30)

DAY ONE: Thursday April 24th, 2025

EVENT #3 – Gainesville Police Department's Event

Competitor Name/#:
Raw Run Time:
DTS- Remaining White Target:(# left x 30 seconds each)
DTS- Red Hostage Plate Hit: (# hit x 30 seconds each)
Bonus Plate Deduction: (30 seconds deduction)
Misc. Penalties Assessed:
Total Time +/- Deductions and Penalties:
Scorer Initials:
Competitor Initials:

DAY ONE: Thursday April 24th, 2025 EVENT #4 – Lake County Sheriff's Office Event

THIS EVENT WILL BEGIN ON RANGE 4 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and review the scoring review prior to competing.

NOTE:

- Frangible ammunition is required for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #1-4 will be run on Thursday April 24th, 2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Shooter will have a fully operational Sub gun or Patrol Rifle with three (3) magazines loaded with six (6) rounds of ammunition in one magazine, five (5) rounds in the second magazine and one (1) round in the other.
- Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Patrol Rifle will remain void of any ammunition until the Competitor arrives at the designated firing position.

The competitor will start sitting in the driver's seat of a vehicle with seat belt on, at a position greater than 100 yards up range from the target(s). The competitor's rifle will be in a safe unloaded condition inside a vehicle.

The event/time will begin with the command "GO." Upon the command "GO," the competitor will exit the driver door of the vehicle and retrieve their rifle from the back seat of the vehicle by opening the rear passenger's side door. The competitor will move into Shooting Box One, this will be at the passenger's side hood of the vehicle. Once the competitor is inside Shooting Box One, they will charge their weapon with the five (5) round magazine and engage one (1) steel chest plate down range. The competitor *will not* introduce a magazine or any ammunition to their rifle prior to reaching shooting box one; doing so will result in a major safety violation. The competitor may shoot from their desired shooting position and can use the hood the vehicle as support. The competitor is required to engage the one steel chest plate target with all five rounds. Each missed shot will result in a 30-second penalty per shot. The competitor will then place the rifle on safe,

drop the magazine and leave the bolt in the locked back position.

The competitor will then exit Shooting Box One and sprint downrange to Shooting box two. Once the competitor enters the Shooting Box Two, they will load their weapon using a six (6) round magazine from their magazine pouch. The competitor *will not* introduce a magazine or any ammunition to their rifle prior to reaching shooting box two; doing so will result in a major safety violation. All shots taken from shooting box two must be from the standing position. The competitor will then engage six (6) steel pie plates down range. Once all six (6) pie plates are down, or the competitor has exhausted all (6) rounds, the competitor must then insert their final (1) round magazine and engage a Hostage Taker steel target, positioned inside a vehicle. The Hostage Taker target will be marked white. The competitor must engage the Hostage Taker target through the front windshield (windshield will be removed prior to). A missed hostage taker shot will result in a one (1) minute penalty. Hitting a Hostage (Red steel target) will result in a two (2) minute penalty. Failure to engage the Hostage taker target will also result in a two (2) minute penalty. The metal targets must be knocked down to count as a hit. The metal targets do not have to fall from the stand but must be knocked over.

After the competitor fires the final round from their 3rd magazine, they will confirm that their gun is in a safe condition: magazine out, bolt back, and safety on. The shooter must sprint back to the vehicle where they originally started and cross the marked finish Line in possession of all the equipment they started with, except for their rifle magazines, and then the time will stop.

At no time will any competitor load their weapon while outside of the shooting box. This will be considered a safety violation. Any rounds fired outside of the directed course of fire will be considered a miss.

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Procedural violations- Ten (0:10) seconds
Missed shots- Thirty (0:30) seconds
Incorrect number of shots- Thirty (0:30) seconds
Safety violation- Thirty (0:30) seconds
Late to line- One minute (1:00)
Missed Hostage shot- one minute (1:00)
Failure to engage hostage taker target (2:00)
Hits Hostage- (2:00)
Major safety violation- Two minutes, thirty seconds (2:30)

DAY ONE: Thursday April 24th, 2025

EVENT #4 – Lake County Sheriff's Office Event

Competitor Name/#:
Raw Run Time:
Missed Target: (# missed x 30 seconds each)
Missed Hostage Taker:
Hit Hostage:
Misc. Penalties Assessed:
Total Time +/- Deductions and Penalties:
Scorer Initials:
Competitor Initials:

DAY TWO: Friday April 25th, 2025

EVENT #5 – Osceola County Sheriff's Office Event

THIS EVENT WILL BEGIN ON RANGE 1 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and review the scoring review prior to competing.

NOTE:

- Frangible ammunition is required for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #5-8 will be run on Friday April 25th, 2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

This event requires each shooter to traverse an obstacle and arrive at shooting position from which each shooter will engage his/her targets.

The shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- The shooter will have a fully operational Sub gun or Patrol Rifle with three (3) magazines each loaded with five (5) frangible rounds, totaling (15) rounds of ammunition.
- Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Assault Rifle will remain void of any ammunition until the Competitor arrives on the firing line.

The event/time will begin with the command "GO." Upon the command "GO," the shooter will move with their rifle in a safe condition, magazine removed, weapon on safe, and the chamber void of any ammunition. The shooter will sling their rifle prior to moving. The shooter will be required to carry a sandbag that will be position are the 'Start Line'. While carrying the sandbag the shooter will traverse a number of obstacles along a predetermined course. The shooter is required to reach a designated position at the back of Lenco Bearcat vehicle, where they will leave the sandbag prior to entering the Bearcat. The shooter will then place the muzzle of their rifle through the first of the designated ports inside the Bearcat, then insert a magazine into their rifle and charge it. The shooter will then fire all five rounds from that magazine. The shooter will then ensure his/her weapon is in the specified safe condition: magazine out, bolt back, and safety on prior to removing their weapon from the shooting port. The shooter will then move to the second designated port along the inside of the Bearcat where they will again place the muzzle of

their rifle through the designated port inside the Bearcat, then insert a new magazine into their rifle and charge it. The shooter will then fire all five rounds from that magazine. The shooter will then ensure his/her weapon is in the specified safe condition: magazine out, bolt back, and safety on prior to removing their weapon from the shooting port. The shooter will then move to the third and final designated firing position inside the Bearcat. If a major malfunction occurs, the shooter will leave the barrel in the port and allow the safety officer to clear the weapon.

The final firing position will be the turret of the Bearcat. Upon reaching the final firing position, the shooter will place the muzzle of their rifle through the port of the turret, then insert their final magazine into their rifle and charge it. The shooter will then fire all five rounds from that magazine. Upon completing the course of fire, the shooter will ensure his/her weapon is in the specified safe condition: magazine out, bolt back, and safety on prior to removing their weapon from the shooting port. Should a malfunction occur which prevents the weapon from being placed in the specified safe condition, the weapon will be safely grounded. The shooter will then exit the Bearcat, sling their rifle, retrieve the sandbag and carry it directly to the 'Finish Line'.

During the course of fire, the shooter will find that there are a total of three (3) banks of five (5) steel targets, totaling fifteen (15) steel targets. One of the banks of targets will be a Texas Star. The shooter will determine from which firing position they wish to engage each individual bank of targets. All five rounds fired from a firing position *must* be fired upon only one bank of targets. For example, if the shooter decides to shoot the Texas Star form the first firing position and misses one of the targets, they are not allowed to reengage that remaining target from the second or third firing position.

The shooter must cross the Finish Line in possession all the equipment they started except for their rifle magazines, and then the time will stop.

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Missed shots- Thirty (0:30) seconds
Procedural violations- Ten (0:10) seconds
Failure to engage through each port- Thirty (0:30) seconds (per shot)
Safety violation- Thirty (0:30) seconds
Late to line- One minute (1:00)
Major safety violation- Two minutes, thirty seconds (2:30)

DAY ONE: Friday April 25th, 2025

EVENT #5 – Osceola County Sheriff's Office Event

Competitor #
Raw Run Time:
Missed Target: # missed x 30 seconds each)
Misc. Penalties Assessed:
Fotal Time +/- Deductions and Penalties:
Scorer Initials:
Competitor Initials:

DAY TWO: Friday April 25th, 2025

EVENT #6 – Lakeland Police Department Event

THIS EVENT WILL BEGIN ON RANGE 2 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and review the scoring review prior to competing.

NOTE:

- Ball or duty ammunition is permitted for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #5-8 will be run on Friday April 25th, 2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Shooter will have a fully operational Sub gun or Patrol Rifle with one (1) empty magazine. The shooter will have eight (8) rounds of ammunition with them to stage at a location of their choosing within their own shooting box.
- **Ball or duty ammunition** is permitted for this course of fire. Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Assault Rifle will remain void of any ammunition until the competitor begins the evolution.

Each competitor will begin standing at their designated V-Tac barricade with their rifle and magazine. When instructed, competitors will ground their empty weapon while pointed downrange but can retain their magazine if they choose. The event will not begin until each competitor has at least one hand touching his/her designated V-Tac barricade.

On the command of "GO", while touching their barricade, competitors will leave their shooting position and move up range where they will be required to cross the designated line and then return to their shooting positions. Prior to leaving their shooting box, competitors can choose to retrieve a round of ammunition to be loaded into their magazine on the move or can choose to retrieve ammunition and load their magazine upon returning to the shooting box. Only ONE round of ammunition is permitted to be loaded in the competitor's magazine while within the shooting box. Each competitor will move at their own pace and upon getting back to their rifle, they will fire one round using the V-Tac barricade. The shooter will be required to fire upon one the eight solid pool ball targets on their backer; these are the balls numbered 1-8. Each solid pool ball will be shot only once during the event. A hit on the solid pool ball but outside of the center white circle containing the pool ball number will be awarded no point deduction but will not be assessed a penalty; a hit inside the center white circle of the solid pool ball will result in a time deduction of ten seconds off the shooter's total event time. A solid pool ball with no impact will result

in a fifteen second penalty which will be added onto the shooters total event time.

Only one hit upon a solid pool ball will be scored. If the solid pool ball is hit more than once, the additional round will be counted as a fifteen second miss, but the best of the shots will be counted if a point deduction has been earned. For example, if a solid pool ball has two hits, one within the center and one in the solid-colored portion of the ball, the ten second deduction would still be awarded for hitting the center circle of the pool ball but a fifteen second penalty will also be assessed for hitting the solid pool ball more than once. The shooter will be assessed a fifteen second penalty for each solid pool ball not hit and for any addition hits on a solid pool ball beyond the require one hit.

If the shooter has a hit on a striped pool ball, the shooter will be given a 30 second penalty for hitting a no shoot target.

After firing only one shot, the competitor will once again ground their rifle, pointed downrange, and again run up range to the line and back. The competitor will repeat this a total of eight (8) times, engaging only their own target backer. Each target backer will have identical targets. Competitors are *required* to shoot one shot from each of the six inner ports of the VTAC barricade during the event; the shooter will choose which two of the bottom ports at the bottom of the barricade to fire through. During the event only one of the ports along the bottom of the barricade will not be used and no port will be used for more than one round. The competitor's time will stop upon crossing the line for the 9th time, with their rifle being grounded and empty at their shooting position.

If a shooter fires through a port more than once or fails to shoot from one of the inner six ports, a ten second procedural will be added for each shot taken at an improper firing position.

At no time will any competitor carry their weapon outside of the shooting box. This will be considered a major safety violation. The shooter must cross the Finish Line in possession all the equipment they started with except for their rifle and magazine, and then the time will stop.

The event will be run for time and will be scored with deductions/penalties being assessed as follows:

Deductions:

Line-break hit of center white circle of a solid pool ball = 10 second deduction Line-break hit in a solid pool ball = No deduction/no penalty

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Procedural violations- Ten (+0:10) seconds Safety violation- Thirty (+0:30) seconds Missed target: Fifteen Seconds (+0:15)

Each hit beyond one on shoot target: Fifteen Seconds (+0:15) Engaging a no-shoot (striped) target: 30 seconds (+0:30)

Late to line- One minute (1:00)

Major safety violation- Two minutes, thirty seconds (2:30)

DAY TWO: Friday April 25th,2025

EVENT #6 – Lakeland Police Department Event

COMPETITOR SCORESHEET

Competitor Name/#:
Raw Run Time:
Deductions for Center Circle of Solid Pool Ball: (# of 10 rings hit x 10 seconds each)
Total All Deductions:
Missed Shot Penalties (+0:15 Each): 0:15 Each (# hits outside Solid Pool Ball/# hits beyond one on pool ball)
Hit Striped Pool Ball (+0:30 Each):
Procedurals:
Penalties Assessed:
Total Time +/- Deductions and Penalties:
Scorer Initials:
Competitor Initials:

DAY TWO: Friday 25th, 2025

EVENT #7 – Orange County Sheriff's Office Event

THIS EVENT WILL BEGIN ON RANGE 3 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and the scoring review prior to competing.

NOTE:

- This course of fire will be completed using ball ammunition.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #5-8 will be run on Friday April 25TH, 2025
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Shooter will have a fully operational Sub gun or Assault Rifle with two (2) rifle magazines and (1) magazine of pistol. The load out is as follows: two (2) rifle magazines with four (4) rounds each and One (1) magazine with 8 rounds of pistol, totaling eight (8) rounds of rifle ammunition and (8) rounds of pistol ammunition.
- Ball or duty ammunition is permitted for this course of fire. Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Assault Rifle will remain void of any ammunition until the Competitor arrives on the firing line.

The event/time will begin with the command "GO." Upon the command "GO," the shooter will begin at the 50-yard line. IPSC targets and steel targets will be used. Scoring will be A-zone C-zone Only. C-zone hit will be no deduction or penalty. Each D-zone hit, or miss will result in a 5-second penalty. Line breaks will be given to the highest scoring zone.

Each A-zone hit will earn the shooter a 2-second time deduction. Each miss will result in a 5-second penalty. Line breaks will be given to the highest scoring zone. Steel targets must fall to be counted. All misses on the steel targets will be a 5-second penalty. Hits on the steel plates will be no time deduction or penalty.

The course will begin with the shooter at the 50-yard line, rifle on the ground void of any magazines and/or ammunition. Handgun will be loaded and holstered on the line.

On the command of "Go", the shooter will complete 10 hand release burpees over the rower.

Note: Burpee standard is chest to deck, showing hands off the deck, coming to a full stand, and a jump with feet leaving the ground over the back end of the rower. After completing the 10th burpee, the shooter will move to the 25-yard line where they will load their 4-round magazine into the rifle. The shooter will fire 2 rounds with their rifle on each of their IPSC targets from the 25-yard line. The shooter will then move to the other two IPSC targets and fire their 2 rounds on each of their targets.

Once their rifle runs empty, the shooter will move to the steel plates and transition to their handgun and fire on each of the steel targets.

Once all steel targets are shot or the shooter is out of ammo, the shooter will holster their handgun and run to the start/finish line where the time will be stopped.

Time Cap for event completion: 2:00. Any shots not fired will be counted as misses.

Weapons will be maintained under strict control and pointed downrange and within the confines of the individual shooting lane at all times. Right-handed shooters will start or engage the ISPC targets on the left first then move to the right. Left-hand shooters will start or engage the ISPC targets the right then move left.

Upon completing the course of fire, the shooter will ensure his/her weapon is in the specified safe condition: Sub-guns/Assault Rifle magazine out, bolt back, safety on, regardless of ammunition supply. Should a malfunction occur which prevents the weapon from being placed in the specified safe condition, the weapon will be safely grounded (muzzle pointing downrange) at the shooting box.

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

PENALTIES:

Missed/voided shots- Five (5) second penalty (0:05)
Procedural violations- Ten (10) second penalty (0:10)
Safety violation- Thirty (30) second penalty (0:30)
Major safety violation- Two Minutes and Thirty (30) second penalty (2:30)
Late to line- One minute penalty (1:00)
Any malfunctions with rounds not fired will be counted as missed rounds.

DAY TWO: Friday April 25th, 2025

EVENT #7 – Orange County Sheriff's Office Event

Competitor #	
Raw Run Time:	
# A-zone Hits:	
A-zone Time Deduction: (# Hits x 2 seconds each)	
# C-zone Hits: (No penalty/ No deduction)	
Total All Deductions:	
# D-zone Hits/Misses: (No penalty/ No deduction)	
Penalties Assessed:	
Total Time +/- Deductions and Penalties:	
Scorer Initials: Competitor Initials:	

DAY TWO: Friday, April 25th, 2025 EVENT #8 – Champions Challenge "Make a Decision"

THIS EVENT WILL BEGIN ON RANGE 4 PROMPTLY AT 0900 HOURS

All Competitors should refer to the Uniform Dress Code and review the scoring review prior to competing.

NOTE:

- Ball or duty ammunition is permitted for this event.
- Eye and ear protection, as well as body armor, is mandatory throughout the event
- Event #5-8 will be run on Friday, April 25th, 2025.
- During Thursday morning's Safety Brief at 0830 hours, the group and competitor number assignments will be made. Group and shooter assignments will remain the same for both days of competition.

Shooter will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Rifle with sling and 2 mags 1x30 and 1x1 carried on their person
- Pistol with 2 mags 1x10 (inserted) and 1x2 carried on their person

***Absolutely no additional ammunition for the shooter is permitted on the course.

The on-deck range official will supervise all loading of weapons/magazines. The Sub Gun/Patrol Rifle will remain void of any ammunition until the Competitor arrives at the designated firing position.

On the command of "GO!" competitors will run down range to the jerry cans (JC). Competitors will grab the JCs and run back to the Start/Finish Line with both JCs and place them (cannot throw them) at the designated line ensuring both JCs are past the line before moving to Firing Positions 1 (FP1). At FP1, the competitor will then have to "make a decision." Using the notepad provided, the competitor will write down the Hostage Taker they intend to fire at FP3. After selecting their Hostage Taker, the competitor may assume any position and fire at their golf ball (The distance for Target 1 (T1) will be disclosed at the competition). If the round cuts the string holding the golf ball, that will not count as a hit. Competitors are prohibited from firing at golf ball once it hits the ground. ***If the golf ball falls as a result of improper placement by the Stage Facilitator, a cease-fire will be called, and competitors will be allowed to redo the course. Competitors must make a fair attempt to shoot at the golf ball. If the competitor does not make a fair attempt, he/she will be DQ.

Once the golf ball is hit and/or the competitors run out of rounds, the competitor will make their rifle safe (magazine out, bolt back, and weapon on safe). Before moving to Firing Positions 2 (FP2), competitors will again have to "make a decision." They will have the option of carrying either 2 JCs or 1. If the competitor chooses 2 JCs, then he/she will be allowed to drop the JCs at the designated location and engage Target 2 (T2) with both hands on their pistol. If the competitor "makes a decision" to only carry 1 JC, then he/she must carry the JC with their strong hand to FP2. Once at FP2, the competitor will have to swap the JC to their support hand (without letting the JC touch the ground) and fire at their target one handed with their strong

hand WHILE holding the JC. If the JC touches the ground or their feet, a 30 second procedural will incur. Competitors must achieve at least 6/10 hits with two hands or 4/10 with one hand with their pistol. Once all hits are completed and/or competitors run out of ammo, the competitors will holster his/her pistol and return the JCs to the staging location. After returning the JC or JCs, the competitor will move to Firing Position 3 (FP3). At FP3, competitors will load their rifle with one magazine of 1 round and fire at the Hostage Taker selected at FP1 from a standing position. Competitors will approach this FP as if it was a real-life hostage rescue. Therefore, if the competitor forgets which Hostage Taker they selected, they are not allowed to leave the firing line to check what they wrote. They can choose not to fire for a DQ. For a hit to count, the round print cannot touch any portion of the hostage (line break included), and it must be in the proper Hostage Taker. Competitors will then transition to their pistol and fire 1 round pistol at the designated target. Once the competitor has fired their one pistol round, he/she will holster their pistol and run back to the Start/Finish line where their time will end.

Par Time 3:00 Minutes

Penalties

Failure to hit golf ball	3 Minutes
Procedural	30 Seconds Each
Missed Pistol target(s)	30 Seconds Each
Gear left on course (magazines don't count)	30 Seconds Each
Does not make fair attempt to hit golf ball	DQ
Does not follow course as designed	DQ
Missed Hostage Taker	DQ
Shoots hostage/wrong hostage taker/Forgets	DQ
Major safety violation	DQ

Possible Target Deductions

Face 1: 0

Face 2: -5 Seconds

Face 3: -10 Seconds

Face 4: -15 Seconds

Face 5: -20 Seconds

Scoring/Ranking (Time Plus Points)

Clean: Raw Time Minus Deductions Plus Penalties (If any)

DNF: Time Starts With Slowest Raw Time Minus Deductions Plus Penalties (If any)

DQ: Time Starts With Slowest DNF Minus Deductions Plus Penalties (If any)

<u>NOTE</u>: Breaking the 180-degree plane, violation of the laser safety rule, early weapon presentation/draw and any other inappropriate weapon handling will constitute a major safety violation.

DAY TWO: Friday, April 25th, 2025

EVENT #8 – Champions Challenge "Make a Decision"

Competitor Name/#:
Raw Run Time
Failed to Hit Golf Ball
Missed Target: (# missed x 30 seconds each)
Shoots Hostage/Wrong Hostage Taker/Forgets
Missed Hostage Taker
Gear Left on Course
Misc. Penalties Assessed
Bonus Deduction
Total Time +/- Deductions and Penalties
Scorer Initials:
Competitor Initials: