

# **SWAT ROUND-UP INTERNATIONAL 2017**

## **EVENT #2 – PRICHER SCRAMBLE**

**Tuesday November 14, 2017**

**THIS EVENT WILL BEGIN PROMPTLY AT 1300 HOURS**

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

### **NOTE:**

- **Frangible ammunition is required for this event.**
- Both Event #1 and Event #2 will be run on Tuesday November 14, 2017.
- During Monday evening's Team Leader meeting, the run order will be established for Event #1 & Event #2 and will remain the same run order in both events.

**The Pricher Scramble will consist of a five (5) man team: four (4) Assault team members and one (1) sniper.**

This event requires each team to work together in order to traverse various obstacles and arrive at shooting positions from which each team member will engage his/her targets. **Eye and ear protection, as well as body armor, are mandatory throughout the event.**

All five (5) team members will report to the on-deck area for a safety inspection and be prepared to begin the event, equipped as follows:

- Assault Team members will be equipped with a fully operational, unaltered gas mask that will be secured in a proper gas mask carrier until required on the course. Gas masks will not be carried loose or partially donned on the head.
- Assault Team members will have a fully operational Sub gun or Assault Rifle with one (1) magazine loaded with a total of ten (10) rounds of ammunition.
- Assault Team members will have a Handgun safely and securely holstered in a department-approved holster loaded with twelve (12) rounds of Handgun ammunition evenly distributed between (3) handgun magazines.
- The Assault Team must carry a 40mm gas gun and a 40mm inert gas round that will be utilized in the designated area. The gas gun must be carried throughout the entire course.
- Sniper team member will be armed with a safely and securely holstered Handgun in a department-approved holster loaded with twelve (12) rounds of Handgun ammunition evenly distributed between (3) handgun magazines.
- Sniper team member will utilize an optically sighted precision Rifle, with eight (8) rounds of ammunition. Ammunition will not be introduced into the Rifle until specified. Sniper team member may utilize any ancillary/support equipment they deem fit.
- Absolutely no additional ammunition for the Assault or Sniper team is permitted on the course.
- Eye and ear protection, as well as body armor, is mandatory throughout the event.

The on-deck range official will supervise all loading of weapons/magazines. The Handgun will be placed in a safe condition in a department-approved holster. The Sub Gun/Assault Rifle/Sniper Rifle will remain void of any ammunition until the team member arrives on the firing line. **The Sniper's Rifle will be staged in a designated gun box where the Sniper will have to retrieve it when he/she arrives.**

The team will enter a van. Inside the van will be a battering ram which will be carried through the event and utilized as needed. The event/time will begin with the command "GO." Upon the command "GO," the Assault Team and the Sniper will exit the van and run to the 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 the APC.)**

The team will traverse over the obstacles as they see fit, providing that each member and all equipment pass over the top of each obstacle. One of the obstacles encountered by the team will 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 battering ram, cannot be thrown to further the team's advancement through the obstacles.

After the five-man team completes all obstacles, the Sniper will be directed to his/her final firing position near the APC. The Sniper will retrieve his/her rifle from the gun box which is located at the rear of the vehicle. The Sniper may move into his/her final firing position (FFP) along the side of a vehicle when he/she reaches the designated hide. The Sniper may load his/her Rifle after achieving his position. **The Sniper will engage the targets downrange only after all of his/her team members have donned their gas masks while in their designated box.**

The Sniper will have to engage two of the targets from a prone position: one target from a designated standing position and one target from a kneeling or squatting position from the designated FFP. A hit on the sniper's targets is achieved when the target is knocked down. The target does not have to fall off the stand; it just has to be knocked down from the standing position. After the Sniper engages his/her targets, he/she will make the rifle safe, place the Rifle back into the gun box and close the lid on the gun box.

The Sniper will then move downrange to a designated shooting box where he/she will engage his/her four (4) Handgun targets. The Handgun will not be drawn from its holster until the Sniper reaches his/her individual shooting box, then **lifts and removes the painted cover from the area with any hand.** Once the Sniper has successfully engaged his/her handgun targets or he/she is out of ammunition, he/she must safely secure his/her handgun and move back to the Start/Finish, through a predetermined route back to the finish line.

After negotiating the obstacles, the Assault Team will run to and seek cover behind the APC. At this position, the team will don their gas masks. All team members have to be in the designated box before any member can don his/her gas mask. A designated Assault Team member/grenadier will then engage a simulated window with the 40mm gas gun, using the 40mm inert gas round. At the same time, the Sniper will be allowed to begin to engage his/her targets. Once the Sniper has started to engage his/her targets and the Assault Team has fired the gas shot, the Assault Team will then move to the door breaching area.

Once the Assault Team members are in the door breaching area, the team door breaker will use the battering ram to breach the door and gain entry through the door. Once the door has been successfully opened, the assault team may proceed to the firing line. The battering ram may be left at the breaching door where it will be picked up by the team on the return trip.

The team will then proceed to the firing line. Each shooter will select an individual shooting box numbered one through four. No Sub Gun or Assault Rifle will be loaded until the team member reaches his/her individual shooting box, then lifts and removes the painted cover from the area with any hand. Having accomplished this, each shooter will load his/her Sub Gun/Assault Rifle and engage the targets in their own lane. Each shooter will have four (4) targets to engage. The target must fall over to be considered a hit, but it does not have to fall off of the stand.

Weapons will be maintained under strict control and pointed downrange and within the confines of the individual shooting lane at all times. Shooters will not attempt to engage targets outside of their lane. Such action will result in the assessment of a Safety Violation Penalty.

Upon completing the course of fire, each 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 each team member has successfully engaged all their Sub Gun/Rifle targets or they have exhausted all of their Sub Gun/Rifle ammunition, they will proceed to the next shooting position where they will engage their Handgun targets. Each shooter will select an individual shoot box numbered one through four. No Handguns will be drawn from its holster until the team member reaches his/her individual shooting box, then lifts and removes the painted cover from the area with any hand. Having accomplished this, each shooter will engage the targets in their lane. Each shooter will have four (4) targets to engage. The target must fall over to be considered a hit, but it does not have to fall off of the stand.

Weapons will be maintained under strict control and pointed downrange and within the confines of the individual shooting lane at all times. Shooters will not attempt to engage targets outside of their lane. Such action will result in the assessment of a Safety Violation Penalty. Once each shooter has successfully engaged their handgun targets or they are out of ammunition, they must safely secure their handgun in their holster.

All team members will traverse back through the course in reverse order: picking up the battering ram as they pass back through the door, through the Grenadier shooting box and then through a predetermined route to the finish line.

At the entrance to the predetermined route to the finish line, the team will have to pick up two (2) dummies and carry them to the finish line.

The entire team must cross the Finish Line in possession of the battering ram, the two dummies and all the equipment they started the event with and the time will stop.

**NOTE: 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.**

**For this event only, violation of the laser rule while traversing the walls/fence WILL NOT be a penalty. A weapon control loss in the low crawl will not be a penalty as long as the team member doesn't handle the weapon. The team member should notify the Judge that the Handgun has fallen out of the holster and the Judge will retrieve it.**

**PENALTIES:**

Missed shots	Thirty (30) seconds
Missed sniper rifle shots	Sixty (60) seconds
Failure to engage sniper targets	Ninety (90)
Seconds procedural violations	Ten (10) seconds
Safety violation	Thirty (30) seconds
Major safety violation	Two minutes, thirty seconds (2:30)