

SWAT ROUND-UP INTERNATIONAL 2017

EVENT #3 – OFFICER RESCUE

THIS EVENT WILL BEGIN PROMPTLY AT 0800 HOURS

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.

NOTE: FRANGIBLE AMMUNITION IS REQUIRED FOR THIS EVENT.

The Officer Rescue requires each team to traverse a pre-positioned/pre-stretched line, engage targets and rescue a downed officer. The team will determine traverse equipment, however all traverses and rescue equipment must be carried from the starting line throughout the course and back across the finish line.

Each team member will be armed with a designated weapons system carried in a safe and secure manner. 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:

- Four (4) Assault Team members will have a Handgun with one (1) magazine loaded with ten (10) rounds of ammunition.
- Sniper Team member will utilize an optically sighted precision Rifle with four (4) rounds of Rifle ammunition. Sniper will also carry a safely, secured unloaded handgun. (No handgun shooting will take place for the Sniper.)
- Sniper Team member may utilize any ancillary/support equipment they deem fit, but must transport their Rifles and all such equipment throughout the course.
- The Sniper will have an opportunity to review his/her target prior to the start of the event.
- Ammunition will not be introduced into the Rifles until specified.
- 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.

All five (5) team members will report to the on-deck area for a safety inspection, equipped as noted, and BE prepared to begin the event. **The Sniper will be the downed officer.** The four (4) Assault Team members will draw for shooting positions.

The event time will start at the Start/Finish line, with the command of "GO." The entire team will proceed to the pre-rigged traverse line. Each team member will traverse the line and exit off the line. All team members, including the downed officer, will proceed to pre-positioned ladders that will assist the team in getting over the concrete wall. Once all team members have climbed over the wall, the Sniper may move independently from the Assault Team through the obstacles to his/her Final Firing Position (FFP). Another team member will pick up the ram. All team members will complete obstacles carrying the ram to the box at the breaching door. All four (4) Assault Team members must be in the box and the Sniper must have taken his/her first shot prior to breaching the door.

Sniper

The Sniper will engage four (4) targets down range. After the Sniper has engaged the targets, he/she will make his/her weapon safe (magazine out/safety on) and will proceed directly to and over the concrete wall to the downed officer box, which will be located near the traverse line.

Assault Team

Once the Assault Team has breached the door, they will move to their individual shooting positions. **Note: the ram will be left at the breaching door.** Once at their shooting positions, the Assault Team members will then utilize their assigned Firearm to engage their own individual targets downrange. Each team member may only shoot in his/her lane. Each lane will be clearly marked. No help may be given to a shooter who does not knock down all of his/her targets. Any targets left standing will be assessed a penalty. **Note: A hit on the target requires the target to be knocked down, but it is not required to fall from the stand.**

After each shooter has engaged all their targets or has run out of ammunition, he/she will make his/her weapon safe prior to moving to the pre-positioned log. Shooters may individually depart their shooting positions. A minimum of three (3) team members must carry the log. The log must be transported to a pre-positioned cradle and left there. Team members will then proceed to the traverse line.

The route of travel to the traverse line is over the concrete wall utilizing the ladders to climb over and then proceed through the overhang to the traverse line.

Once the Downed Officer has arrived at the Downed Officer box, he/she must lie down in the box prior to being transported across the canal and to the finish line. 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/her. The Downed Officer may not assist in any manner during any part of the rescue. If determined by the judges that the Downed Officer assisted in the rescue, the team will incur a safety penalty of 30 seconds. The Downed Officer will be transported across the pre-positioned traverse line and all the way to the Finish Line.

All team members are required to cross the canal via the pre-rigged traverse line. Each team member will traverse the line and exit off the line and proceed to the Finish Line. Once all team members cross the finish line, the time will stop.

PENALTIES:

Course completion failure	DNF
Procedural violation	Ten (10) Seconds
Missed target	Thirty (30) Seconds
Missed sniper target	Thirty (30) Seconds
Failure to engage sniper target	Ninety (90) Seconds
Safety violation	Thirty (30) Seconds
Major safety violation	Two Minutes, Thirty Seconds (2:30)