

SWAT ROUND-UP INTERNATIONAL 2017

EVENT #4 – TOWER SCRAMBLE

THIS EVENT WILL BEGIN PROMPTLY AT 0900 HOURS

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

NOTE: FRANGIBLE HANDGUN AMMUNITION IS REQUIRED FOR THIS EVENT.

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

During this event, all team members must engage various targets, climb the tower and rappel down the designated side.

Each team member will be armed with a designated weapons system(s) carried in a safe and secured 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:

- Assault Team and Sniper Team members will have a loaded handgun safely and securely holstered in a holster designed to carry the member's handgun.
- Each Assault Team member and Sniper Team member may carry as much frangible handgun ammunition as they deem necessary to complete the handgun course of fire.
- 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 ammunition.
- Sniper Team members may utilize any ancillary/support equipment they deem fit, but must transport their rifles and all such equipment throughout the course.
- Absolutely no additional ammunition for the Sniper Team is permitted on the course.
- Absolutely no additional ammunition for the Assault Team is permitted to be staged on the course.
- Eye and ear protection, as well as body armor, is mandatory throughout the event.

The Sniper Team will consist of two (2) team members who will engage a total of five (5) targets, three (3) from the ground and two (2) from the top of the tower. Targets will be placed at unknown distances not to exceed 400 yards. The Snipers may not share ammunition or weapons. Snipers may only load rifles at a Firing Position (FP). Snipers will be required to make their weapons safe (bolt back, no ammo in rifle) prior to leaving each FP.

The Assault Team will consist of three (3) team members, each armed with a loaded Handgun and carried in a safe condition (S/A autos-cocked & locked, D/A autos-decocked safety on/off or cocked & locked) and safely/securely holstered. Each Assault Team member may carry as much ammo as they deem necessary to complete the course of fire.

Team rappelling equipment will consist of either (2) 7/16 inch (7/16") (11mm) static or low stretch ropes of sufficient length to allow for a double line or (2) ½ inch (1/2") (12.6 mm) static or low stretch ropes used as a single line. 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), rescue eight 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. **Note: A designated day and time prior to the event will be prearranged for measuring approval of team ropes and equipment.**

All rappelling activity will take place with a safety belay. The team will utilize its own belay personnel. All designated belay personnel will wear protective helmets and no gloves. Immediately upon the rappeller'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. The team will be penalized should such unauthorized assistance be rendered.

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 top of the tower is divided into a rappel deck and the designated Sniper shooting positions.

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. This inspection will include a safety/equipment inspection by the Assistant Rappel Master. Rifles will be on sling, muzzle up or down, bolts closed and will remain so until specified. 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.

All team members will begin in the start/finish box. The event/time will start at the Start/Finish line with the command "GO."

At this time, the team will move to Firing Position #1 (FP#1). All team members will engage one (1) target each with Handgun at this position. Once complete, the Assault Team will holster their handguns and will move to the base of the tower using the Patriot Mars ramp vehicle to ascend to the second level of the tower stairs. The Assault Team will continue to ascend the tower using the remaining stairs. Once at the top of the tower, 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 FP#4, traversing obstacles prior to arriving at FP#4. Once at FP#4, the Assault Team will engage targets until all targets have been hit or the element determines to leave FP#4. **ALL ASSAULT TEAM MEMBERS MUST ENTER THE FP#4 SHOOTING BOX AND ALL MUST LEAVE THE FP#4 SHOOTING BOX TOGETHER.** Upon completing the course of fire, each shooter will ensure his/her handgun is in the specified safe condition and safely/securely holstered prior to exiting the shooting box.

Once the Assault Team leaves the FP#4 shooting box, they will traverse an obstacle(s) prior to entering FP#5. The Assault Team will engage a bank of targets until all targets have been hit or the members determine to leave FP#5. Successful engagement requires that each target must be knocked down, but it is not required that the target fall from its stand to the ground. Upon completing the course of fire, each shooter will ensure their handgun is in the specified safe condition and safely/securely holstered prior to exiting the shooting box. Each Assault Team member will then move back through the obstacles to the Start/Finish line.

Once the Sniper Team has engaged his/her handgun target and all persons at FP#1 have holstered their handgun, he/she will move to FP#2. Each Sniper will engage three (3) targets from FP#2. Once these targets have been hit or the Sniper determines to leave FP#2, the Sniper will make his/her rifle safe then move to the Tower using the stairs of the Tower to ascend to FP #3. Once at FP#3, each Sniper will engage two (2) targets located down range. A sniper who has exhausted all rounds prior to reaching FP#3 will be required to assume a prone shooting position and dry fire his/her rifle prior to rappel. Once the Snipers have completed target engagement from the tower and their Rifles are made safe, they will be allowed to rappel down the tower and move to the Start/Finish line. Snipers are not required to ring the bell in the bottom window of the tower. Successful engagement of targets for Snipers is defined as striking and knocking down the selected targets. The target is not required to fall to the ground.

The entire team must cross the Start/Finish line where time and the event ends. Any and all equipment/devices utilized to facilitate this evolution must be carried throughout the event.

Note: Breaking the 180 Degree Plane, Violation of the Laser Safety Rule, Weapon Control Loss, Early Presentation/Draw and any inappropriate weapon handling will constitute a Major Safety Violation.

PENALTIES:

Procedural violation	Ten (10) Seconds
Missed handgun target	Thirty (30) Seconds
Missed sniper target	Thirty (30) Seconds
Safety violation	Thirty (30) Seconds
Major safety violation	Two Minutes Thirty Seconds (2:30)

