

DEFENDER CHALLENGER 2000

RULES BROCHURE

HQ AIR FORCE SECURITY FORCES CENTER

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Chapter 1

INTRODUCTION

1-1. Purpose of the Brochure. To provide information regarding conduct, evaluations, and scoring for events and define suspense requirements.

1-2. Location of the Competition. Lackland AFB and Camp Bullis, Texas. Host: HQ Air Force Security Forces Center (AFSFC). Teams should arrive between 0800 and 1800, Friday or Saturday, 27-28 Oct 2000. The briefing for **ALL TEAM MEMBERS** will take place 1100, Sunday, 29 Oct 2000, in the Camp Bullis Theater followed by the team captains' tour and briefing.

1-3. Dates of the Competition. 29 Oct 2000 through 4 Nov 2000.

1-4. Team Preparations/Training. No team training will take place prior to 14 Sep 2000 (45 days prior to DC 2000, per Executive Council Agreement, Worldwide SF Symposium May 98). A team that trains prior to the 45-day rule will be disqualified from all events.

1-5. Overview of the Events. The focus of the competition is on fitness, team events, and combat readiness skills. Each major command (MAJCOM), USAFA, and the 11th Wing, as well as allied services, fields a team consisting of two four-person fire teams. They will compete in various events:

a. Team Events:

- (1) Fitness Challenge
- (2) Combat Rifle
- (3) Sadler Cup
- (4) Pistol
- (5) Combat Weapons
- (6) Base Response Competition

NOTE 1: Combat Weapons consists of M-60 Machine Gun, M-203 Grenade Launcher and M-16 Rifle in a standard fire team configuration.

NOTE 2: Modifications to events, if any, will be briefed during the All Team Member briefing.

b. Individual Event: Chief's Challenge.

c. A drawing was held at the May 2000 Executive Council meeting to randomly identify the team number. These team numbers will dictate the competition schedule during the week. These team numbers are not an indication of performance past or present. Results of the drawing were:

- (1) ACC – 6
- (2) AETC – 3
- (3) AFMC – 7
- (4) AFRC – 12
- (5) AFSOC – 2
- (6) AFSPC – 9
- (7) AMC – 11
- (8) ANG – 4
- (9) PACAF – 5
- (10) USAFA – 1
- (11) USAFE – 13
- (12) 11th Wing – 10
- (13) RAF – 14
- (14) CRAF – 8
- (15) RSAF – 15

1-6. Eligibility Criteria Each MAJCOM, as well as, USAFA, 11 WG, and allied countries may send one team to compete.

a. For USAF teams, military and civilian personnel possessing a primary AFSC in the 3P0XX or 031PX career field and assigned to security forces duties may participate.

b. USAF teams should participate in each DC event that involves firearms programs or procedures in which that team maintains an operational capability. USAF teams desiring NOT to compete in an event relating to their required operational capability must request an exemption.

NOTE: Send requests for exemption by message to Lt Col Joseph Wegner (HQ AFSFC/SFOC), e-mail joseph.wegner@lackland.af.mil, DSN 473-6225, commercial (210) 671-6225 or fax ext. 5542 by **1 Sep 2000**. USAF teams not required to maintain a capability in one or more of the DC events may participate in those events if they have qualified personnel.

c. Participation limitations in a career (change approved at May 2000 Executive Council.):

- (1) AB-SrA. No individual may compete more than twice in this category.

(2) SSgt-TSgt. No individual may compete more than twice in this category. (Members currently assigned and representing AFRC, AFSOC, ANG, USAFA, or 11th Wing may compete once more for a total of three times in a career in this category.)

(3) MSgt-CMSgt. No individual may compete more than once in this category.

(4) Officer. No individual may compete more than twice in this category.

(5) No individual may have more than two appearances as a coach or trainer in a career. (AFRC, AFSOC, ANG, USAFA, or 11th Wing may have one more appearance as a coach or trainer for a total of three in a career.)

d. Individuals assigned to units not within a MAJCOM may compete with their host base MAJCOM.

e. The USAF Director of Security Forces invites competitors from allied nations and other military services and determines the eligibility of those competitors.

1-7. Team Composition. Full teams consist of eight competitors (two four-person fire teams) plus one team captain. The team captain does not compete. MAJCOMs select team captains from MAJCOM (allied service equivalent) level or below. MAJCOM headquarters-level personnel may compete as team members.

a. Each team must include at least four personnel with 4 years or less of Time in Service (TIS) as of **31 Oct 2000**. Time spent in other services counts as TIS. This rule does not apply to AFRC, AFSOC, ANG, USAFA, 11th Wing or allied nation teams.

b. One team member may be an officer or senior NCO. If an officer, this individual may fill an “under four” TIS position. If an individual has been selected for promotion, but will not achieve the new rank before the competition start date, do not consider the line number in determining the individual’s rank for competition purposes. (i.e., MSgt select is a TSgt.)

c. Teams may bring one alternate competitor. The team captain may allow the alternate to replace a primary team member by notifying that events Competition Control Officer (CCO) before the event starts. The alternate, if any, may be any grade or length of service. Once replaced, the primary team member may not compete in any further events. If the alternate does not compete, the alternate’s attendance does not constitute a year of participation under rule 1-6c. Once the alternate has replaced a primary team member, further losses of primary members will result in the team competing without replacements.

d. The initial team captains’ meeting is the last opportunity to declare changes in individual participation with submittal of primary and alternate roster. (paragraphs 1-6a and b still apply).

1-8. Team Captains' Responsibilities.

- a. Assist public affairs staff members in their efforts to obtain optimum media coverage for their team and the competition as a whole.
- b. Encourage team members' participation with public affairs.
- c. Cooperate with competition officials to promote safety, efficiency, and good sportsmanship. Keep team members/representatives away from identified off-limits competition areas. The first team captains' meeting reinforces off-limits areas and practice sessions. Prohibited actions include: use of uncoordinated ranges (local police rifle/pistol ranges, etc.), and use of local ranges in the San Antonio area. You may practice only on designated ranges/courses.
- d. Maintain team discipline. Competitors and visitors represent their MAJCOMs and allied services. All personnel will promote high standards of conduct and professionalism. Incidents considered inappropriate are stealing of team mascots, nations' flags, or competition property. We encourage team spirit at events and score postings; however, team captains must ensure that team members always maintain the highest standards. The host provides a team spirit board at the fitness event for decals and other insignia. Body painting (except camouflage when required) and unauthorized uniform wear are not considered professional and will not be accepted. Respect other teams rest time in billeting by keeping noise levels to a minimum.
- e. Make proper and timely declarations of team composition. (Permanent replacement of a primary member with the alternate.)
- f. Meet and arrange transportation for visiting guests arriving from your command or service.
- g. Keep team members, visiting dignitaries, and guests advised of any official instructions or notices posted on the official competition bulletin board located at the Competition Control Centers (CCC) at Lackland and Camp Bullis.
- h. Present any protests or challenges IAW paragraph 1-11.
- i. Ensure safety and security of all weapons and equipment.
- j. Arrange and coordinate all return travel and departure requirements, including weapons and equipment with the Lackland project officer and DC deputy for logistics.
- k. Ensure competitors report to proper locations at the proper times.
- l. Maintain and provide upon request an official record of each member's total active federal military service date (TAFMSD).

m. Meet with AFSFC sponsor immediately upon arrival.

1-9. Uniform and Clothing Requirements.

a. DC Events:

(1) Team members wear the battle dress uniform (BDU) woodland camouflage (rip stop or standard) or similar allied service uniform for competition events.

(2) Team members wear the BDU cap for all events except those where the event requires wear of a helmet. Helmets will be the Kevlar style with BDU woodland cover.

(3) Civilian participants wear civilian attire appropriate for rough, mountainous terrain.

(4) Members and team captains of each MAJCOM team wear the same uniform for standardization (i.e., team photo, etc.). Alternates will be included in the team photo.

(5) Unless specifically waived in this brochure or by separate correspondence, full tactical equipment (web belt, ammo pouches, gas mask and case, helmet, and canteen) and any additional equipment required for the specific event will be worn during the Sadler Cup, Combat Weapons, Pistol, Base Response Event, and Combat Rifle events.

(6) Team members do **NOT** wear distinctive team jackets or caps in competition areas, nor at any time with military uniforms.

(7) Team members must wear camouflage makeup during all competitions except the Pistol, Base Response Event, Fitness, and Chief's Challenges. (Timing may prevent removal of camouflage makeup prior to the Base Response Event. Teams are encouraged to remove the makeup, but will not be penalized.)

b. Wear BDUs for the opening ceremonies, all events, awards ceremony, and team captains' meetings. Wear of BDUs at score postings is optional. Suggest equivalent attire for civilian guests. Members of other services or nations will wear their service's equivalent uniform.

c. When not participating in DC activities, personnel may wear any authorized service uniform combination or appropriate civilian attire.

1-10. Protective Clothing. Weather conditions in San Antonio, Texas, during this period are generally fair. However, due to the time of year, conditions can vary from cold and damp to hot and dry in the same day. Consider the following items of **military issue** protective clothing for competitors, team captains, and MAJCOM/allied service representatives:

- a. Thermal underwear.
- b. Foul weather gear.
- c. Sunglasses.
- d. Gloves.

1-11. Protests.

a. Competitors may formally protest through their team captain any incident that has:

(1) Adversely affected their score. A team which must compete with less than a full complement due to loss of more than one person may not protest.

(2) Given unfair advantage to another competitor or team and consequently, improved the other team's or competitor's score.

b. The effects of weather (wind, rain, clouds, etc.) and lightning conditions are not cause for protest. Where possible, we schedule events "head-to-head" to mitigate the effects of weather. For events that do not lend themselves to "head-to-head" scheduling, we use the "luck of the draw."

c. Any videos/still photos taken will not be used/considered during protests.

d. In shooting events, do not protest range official decisions for the following violations:

- (1) Firing early or late shots.
- (2) Firing from an improper position.
- (3) Range safety violation ruling.

e. Procedures for Protests. Make protests within 30 minutes of the incident. Adhere to the following to preclude voiding the protest.

(1) Team members convey protests to the team captain who reports them to the CCO. Shooters deal directly with the CCO only when the team captain is not available.

(2) If not satisfied with the CCO's ruling, the team captain may formally protest in writing to the DC Project Officer/Deputy with-in eight hours of their event. Forms are available from the CCO, S-1, or Competition Control Center (CCC).

(3) The DC Project Officer/Deputy will forward the written protest to the Rules Committee for a decision. The decision of the Rules Committee is final.

1-12. Observation of Events.

a. Most events conducted during DC are open for public viewing. However, to preclude interference which could affect competition results, the following applies:

(1) Teams will pre-announce all visitors through the CCC. The CCC coordinates with the event CCO and assures space is available to accommodate the visitor.

(2) The CCC is open to team captains and command representatives as well as escorted guests.

(3) Restrict all visitors from weapons, ammunition, equipment storage, and statistics areas.

b. The HQ AFSFC public affairs representative establishes separate rules concerning filming and photography of events during competition. This representative will request volunteers from competing teams to help stage events.

c. Competitive event chapters of this brochure identify visitor and observer restrictions. Team members, team captains, and MAJCOM and allied service representatives or CSFs may not observe another team competing in an event (other than physical fitness) until their own team has completed the event. However, if the competing team captain does not want you to observe or asks that an observer leave, the observing team personnel must leave the area.

Chapter 2

ADMINISTRATION AND REPORTING

2-1. Overview. This chapter provides guidance on funding, travel orders, and event registration.

2-2. Funding. Each MAJCOM must fund its competitors, alternates, MAJCOM/service representatives, team captain, combat arms personnel, and all other associated expenses incurred for DC. As a minimum, funding is necessary for travel, per diem, rental vehicles, fuel, and shipment of weapons and equipment.

NOTE: HQ AFSFC will provide vehicles and fuel for any personnel supporting the competition.

2-3. Travel Orders and Reporting Criteria.

a. Orders authorizing travel must state the purpose as “INTENSIVE COMBAT COMPETITION INVOLVING FIREARMS, TACTICS, AND INDIVIDUAL SF SKILLS.” This ensures appropriate documentation for line-of-duty determinations, if required. The orders cite, the appropriation to be charged, and for overseas travel only, the customer identification code (CIC). Also, orders must state that “One or two government meals are available and directed (proportional per diem).”

NOTE: When you move weapons as checked baggage, orders must authorize the additional weight allowance and should include type, quantity, and serial number of all carried weapons in the remarks section. If shipped as freight (cargo), accomplish movement by a government bill of lading and appropriate military standard documentation (see defense traffic management regulation and AFI 31-209, *The Air Force Resource Protection Program*). Allied teams will use appropriate guidelines.

b. Overseas commands must request air travel reservations for transportation on AMC aircraft from the proper AMC passenger reservation center in time to ensure arrival of competitors and equipment at Lackland AFB.

c. Competitors must arrive at Lackland AFB at the times stated in Chapter 1. Earlier arrival may result in team disqualification. HQ AFSFC will approve exceptions because of available military air travel on a case-by-case basis.

d. HQ AFSFC will request combat arms support personnel and provide their reporting instructions in an Aug 2000 message. They will report to Lackland AFB on 20 Oct 2000 and be ready for duty on 21 Oct 2000 to support course set-up and validation. These personnel may not come from your MAJCOM team trainer(s).

2-4. Notification Requirements. Each team project officer must provide the following:

a. **Event Registration Message.** By **29 Sept 2000** send a message to: HQ AFSFC LACKLAND AFB TX//SFE// outlining registration for each event in which the team will compete. Use the following format:

- (1) Subject: "Team Registration for DC 2000"
- (2) Paragraph 1: Team Events. Indicate "yes" or "no" by each event.
 - (a) Fitness Challenge
 - (b) Combat Rifle
 - (c) Sadler Cup
 - (d) Handgun
 - (e) Combat Weapons (Machine gun and Grenade Launcher)
 - (f) Base Response Event
- (3) Paragraph 2: Individual Event. Indicate "yes" or "no."
Chief's Challenge.

NOTE: If your team is participating in all events, summarize paragraphs 2-4a(2) and (3).

(4) Your last paragraph will include any remarks and the name and duty phone (both commercial and DSN) of the MAJCOM/allied service project officer.

b. **Team Composition/Visitor Message.** By **5 Oct 2000**, provide HQ AFSFC/SFE (with information copies to: 37 TRW LACKLAND AFB TX//XP/SV// and 343 TRS LACKLAND AFB TX//CCE) with team and visitor information in the following format:

- (1) Paragraph 1: Team Information:
 - (a) Individual's name (Last, First, MI).
 - (b) Indicate male or female.
 - (c) SSN.
 - (d) Rank (indicate if selected for next rank).

- (e) Date of rank.
- (f) Position (team captain, competitor, alternate, team support).
- (g) Events in which individual or team is competing.
- (h) Arrival information (date, time, mode of travel, flight information).

NOTE: If travel information is the same for all individuals, indicate information for the first person and reference others "as above."

- (i) Departure information [same as paragraph (h) and NOTE].
- (j) Hometown and state/country (competitors and alternates only).
- (k) Unit and base of assignment (competitors and alternates only).

(2) Include any remarks, name, and duty phone of the team captain or MAJCOM/allied service project officer in paragraph 2.

NOTE: Timing is critical to ensure successful competition, logistics, and administrative support. Suspense dates must not be missed. Additionally, our computer program handles all information in the above format. Please assist us and prepare messages accordingly.

c. Official Visitors. Each USAF team and allied service fielding a team is authorized the following official visitors: two senior command/service representatives, the MAJCOM/service chief of security forces, MAJCOM/service senior enlisted advisor, MAJCOM/service SF chief enlisted manager, one project officer, and one team coach or trainer. We will attempt to provide these official visitors with on-base billeting, when requested. Please provide HQ AFSFC/SFE via message by **5 OCT 2000** the following information for each official visitor:

- (1) Name (Last, First, MI).
- (2) Rank (indicate if selected for promotion).
- (3) Date of rank.
- (4) Organization/position (full titles).
- (5) Address (full mailing address).
- (6) Telephone and FAX numbers.

- (7) Arrival information.
- (8) Departure information.
- (9) Indicate if on-base quarters requested.
- (10) Indicate if spouse will accompany (and provide name).
- (11) MAJCOM/service escort (senior officer).
- (12) Attendance at the following:
 - (a) Meet and greet (fee).
 - (b) Opening ceremony.
 - (c) Barbecue (fee). (Limited to officers and CMSgts.)
 - (d) Awards ceremony.
 - (e) Awards reception (fee).

NOTE: If you billet off base and plan to check in after 1800, all hotels require a credit card number to hold reservations for late arrivals. You can call the hotel direct or contact billeting.

d. Send changes to team composition, official visitors, or arrival/departure immediately to HQ AFSFC/SFE, 1720 Patrick Street, Lackland AFB TX 78236-5226. POC is Capt Gillespie, DSN: 473-0881, Commercial (210) 671-0881, E-mail [bryan.gillespie@lackland.af.mil] or SSgt Hardy, DSN: 473-0854, Commercial (210) 671-0854, E-mail [lary.hardy@lackland.af.mil].

Chapter 3

PHYSICAL FITNESS COMPETITIONS

3-1. Details of the Competitions.

a. The objective of the Physical Fitness and Chief's Challenge competitions is to measure upper and lower body strength, agility, balance, and running endurance of fire team members. The Fitness Challenge is conducted on Monday, the first day of competition and the Chief's Challenge is conducted on Saturday, the last day of competition.

b. One four-person fire team will participate in the Fitness Challenge event, unless exempted in advance. One fire team member only will participate in the Chief's Challenge event. Each fire team member completes a 1 1/10 miles course that includes 21 obstacles (see pages 3-5 through 3-27). **Team captains and competitors are responsible for assuring competitors are physically able to compete safely in these events.**

c. The fire team that completes the Fitness Challenge competition in the least aggregate time wins. The fire team member who completes the Chief's Challenge competition in the shortest time wins.

d. The course meanders over hilly terrain. Obstacles are built in accordance with ESBI D-20 except for obstacle 8 that is 30 feet versus 40 feet high. The 21 obstacles are located on a path that measures approximately one mile. The final run is approximately one tenth of a mile and begins after crossing obstacle 21 continuing to the finish line.

3-2. Conducting the Competitions .

a. Team captains are responsible for assuring fire team members are present at the competition area according to the schedule. Failure to report by the scheduled time is basis for disqualification from the competition.

b. Fire team members complete each obstacle according to instructions shown in pages 3-5 through 3-27. These pages also identify out-of-bounds areas (painted red), additional ground rules, number of fire team members allowed on an obstacle at the same time, and safety considerations related to each obstacle. If fire team members follow the spirit and intent of these instructions, they will avoid a penalty.

(1) Out-of-bounds areas are those portions of the obstacle that fire team members **WILL NOT** touch--these areas are painted red. Fire team members are otherwise unrestricted on how to complete the obstacle unless an additional ground rule applies.

(2) Additional ground rules are necessary for some obstacles because of safety considerations. For example, Obstacle No. 5, *Easy Balance*, requires fire team members to step on the yellow painted portion of the beginning and end log. This is to preclude fire team members from jumping on and off the log improperly and injuring themselves.

(3) The number of fire team members allowed on an obstacle at the same time varies. In those cases when only one fire team member is allowed to be on the obstacle, the decision rests with fire team members as to the starting order. When more than one fire team member is allowed on the obstacle at the same time, these members may assist one another. Fire team members must be physically on the obstacle and not touching the ground in order to assist one another.

(4) Safety considerations relate to each obstacle and range anywhere from minimum to high risk. These considerations also alert umpires of hazards associated with each particular obstacle.

c. In case of inclement weather the Fitness Challenge and Chief's Challenge will be conducted. However, the competitions will be modified as follows for safety purposes. Only obstacles #2, #7, #9, #10, #12, #13, #17, #18, #20, and #21 will be negotiated. Competitors will run the course twice, negotiating only these obstacles the first time around the course. The second time around, competitors simply run the course, passing to the side of the obstacles when approaching them. Running the course twice is approximately two miles.

3-3. Scoring Procedures.

a. When fire teams and individual competitors start and finish the fitness competitions, the time of this action is entered on the scorecard. All fire team members start at the same time. Time ends when the last member of the fire team has crossed the finish line. Individual time is not a consideration in scoring. However, for individual competitors in the Chief's Challenge, the fastest individual time determines the winner.

b. Each obstacle has an umpire for safety purposes and to evaluate if fire team members properly negotiate the obstacle according to instructions shown in pages 3-5 through 3-27. Fire team members have only one opportunity to negotiate each obstacle without incurring a penalty.

c. Each umpire has an obstacle score card on which to enter whether or not fire team members properly negotiated the obstacle. A penalty time is assessed against fire team members who fail to properly negotiate an obstacle. Penalty times are a definite disadvantage to the command's overall time. Fire team members who fail to negotiate the obstacle properly the first time will be assessed a penalty time as a result of the failure. Retries will not be permitted.

d. If a damaged obstacle or an injury interferes with or prevents an obstacle from being negotiated, the following will apply. All fire teams on the obstacle in question and all who are on the course and have not yet reached the obstacle, will be stopped by course officials. These fire teams will be restarted at the last obstacle the entire fire team (or single fire team member in the Chief's Challenge event) completed, after the course has been declared safe. All fire teams who have already negotiated the obstacle will continue on the course. All fire teams who have not started the course will be delayed until the course has been declared safe. A designated competition official pacer will time each fire teams' progression through the obstacle course to ensure there are no time discrepancies in case of a damaged obstacle or injury. Each pacer will have a stopwatch for this purpose which will be synchronized with the official timekeeper at the time each team starts the course. Fire team members or other team/command personnel will not talk with the pacer or view the stopwatch during the time the fire team is on the obstacle course.

3-4. Protests. Protests are not permitted if they involve judgment by the obstacle umpire. The decision of the umpire is final. Paragraph 1-11 identifies protest procedures.

3-5. Required Equipment.

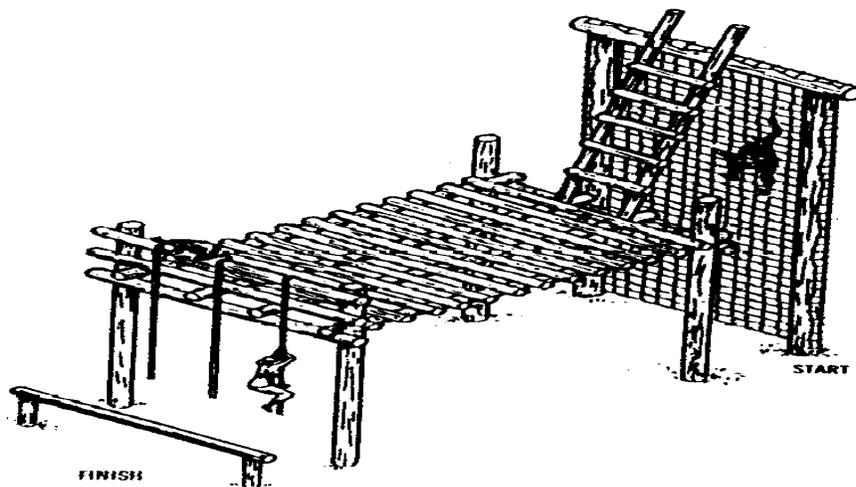
a. The BDU is the required attire and competitors may wear gloves when participating in the competition. Gloves must be those normally issued to security forces in the field such as black or tan gloves with inserts or unisex gloves. Golf, baseball, flight, or other such types of gloves are not permitted.

b. Devices or equipment that facilitate fire team members' negotiation of obstacles, which are contrary to the spirit and intent of the competition, are forbidden. The CCO or Assistant CCO (ACCO) is the authority for determining authorized equipment.

3-6. Spectators. Designated viewing areas are available around the physical fitness course for spectators, guests, and other team members to observe the competition. With the exception of news service personnel, only competitors are allowed on the course to include that part used for the final running portion. News service personnel are allowed on the course to perform official duties but MUST NOT interfere with the competitors. Spectators will not direct questions toward obstacle umpires. Penalties will be assessed against teams attempting to pace or encourage their competitors from any non-approved area.

3-7. Practice Sessions. The obstacle course will be available for practice from sunrise to sunset on 27-28 Oct and 31 Oct-2 Nov 2000. The course will be off-limits due to course preparation on 29 Oct and 3 Nov 2000. It will also be off-limits for practice the mornings of the Fitness Challenge (30 Oct) and Chief's Challenge (4 Nov) events until the final team has crossed the finish line and all guests have departed the immediate area. The course is off-limits at sundown. A non-participating spotter such as the team captain must be in attendance on the course during all practice sessions. An emergency phone is located near the starting line and must be checked for operation prior to beginning a practice session.

**DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION
OBSTACLE NO. 1 - THE TOUGH ONE**



1. Completing the Obstacle. The fire team member must climb the netting, go over the top log, down the ladder, and across the log platform. The fire team member must then go over the top log at the end and down a rope to the ground. Finally, the fire team member must vault or roll the belly over the final log. The fire team member must go down the ladder on the top side on the center of the ladder. *NOTE:* This obstacle at Lackland AFB has only two ropes instead of three as shown above.

2. Out-of-Bounds Areas. None.

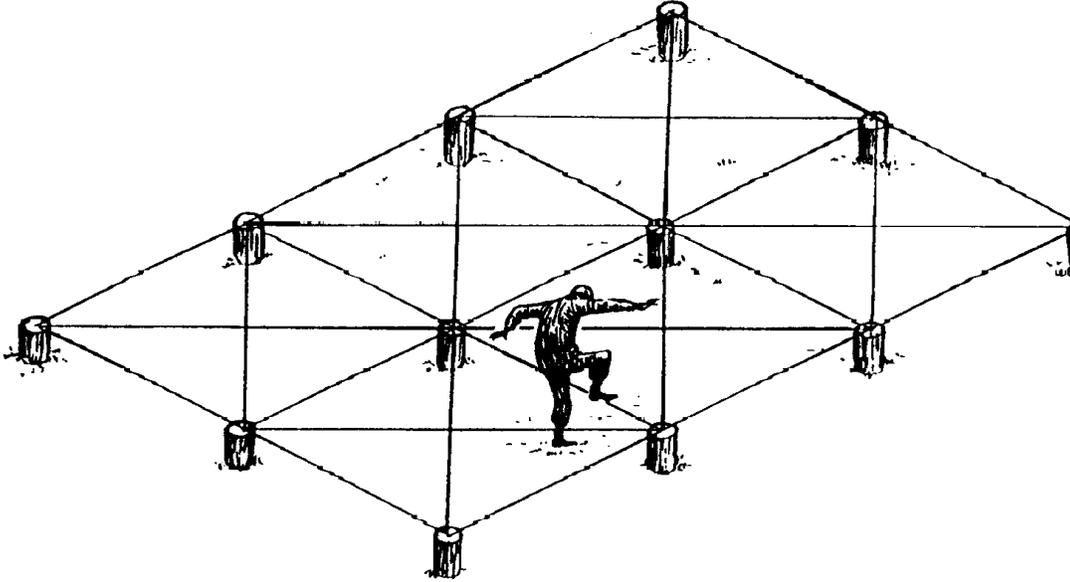
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than two fire team members are allowed on the obstacle's netting or ropes at the same time. No more than one fire team member is allowed to go down the ladder at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a high safety risk. The distance from bottom to top at the starting end is 29 feet. The fire team members must be sure of their grip when negotiating this part of the obstacle. The fire team members must also be careful when going across the log platform. There is sufficient space for the fire team members to fall through these logs to the ground. Fire team members should not hesitate to advise the obstacle umpire if they believe they are about to fall off the obstacle or become immobilized. In such situations the obstacle umpire will immediately notify the CCO or ACCO. The fire team on the obstacle and all following fire teams will be stopped and rescheduled to start the obstacle when it has been cleared. Fire teams who have already negotiated the obstacle will continue on the course.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

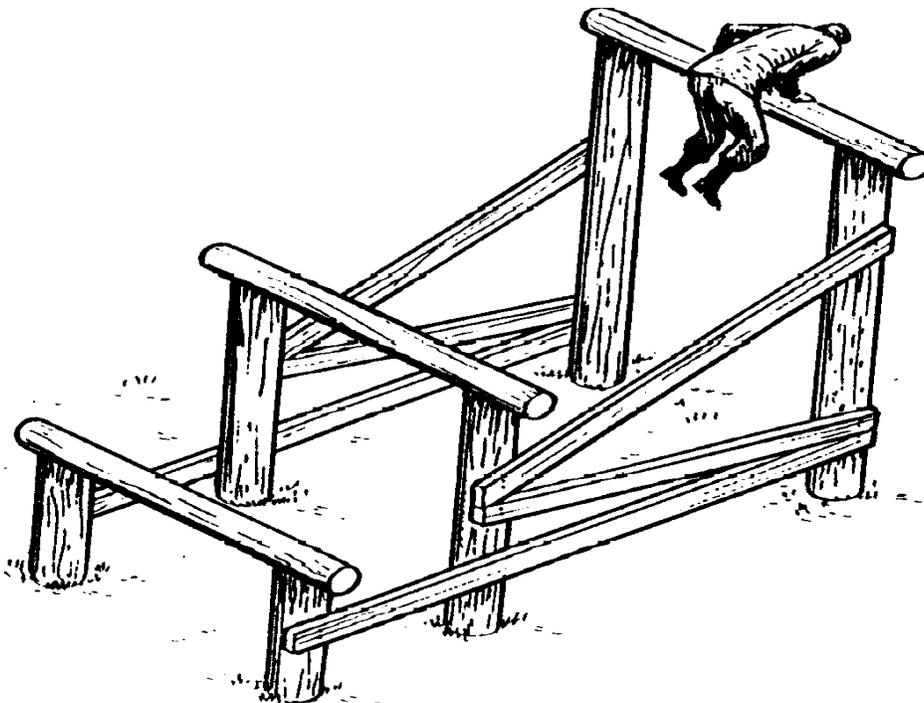
OBSTACLE NO. 2 - TANGLE FOOT



- 1. Completing the Obstacle.** The fire team member must select a lane and step into each section in that lane without falling to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start and finish at the yellow painted logs for that lane.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. The fire team member could trip over the ropes and possibly fall to the ground. The fire team member can safely complete this obstacle by ensuring a high step through each section in the lane.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 3 - THE DIRTY NAME



- 1. Completing the Obstacle.** The fire team member must mount the lower log and jump to or reach higher logs in succession. The fire team member must then go over the top log and drop to the ground.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the red painted support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** No more than one fire team member is allowed on the obstacle at the same time.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the fire team member fails to gain sufficient height when jumping from the second tier to the top log, the fire team member could strike the chest or fall back striking the first log. Therefore, care must be exercised.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

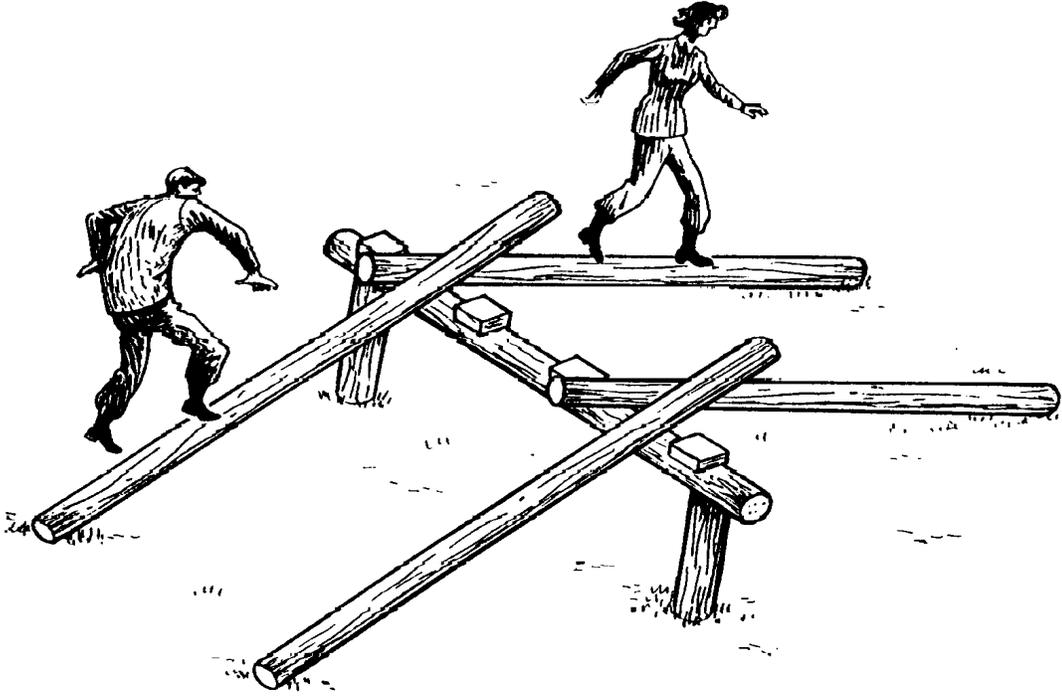
OBSTACLE NO. 4 - ISLAND HOPPER



- 1. Completing the Obstacle.** The fire team member must jump from one log to another without falling to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start and finish at a yellow painted log.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member tries to negotiate this obstacle too fast, loss of balance and falling off the log may occur and result in an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

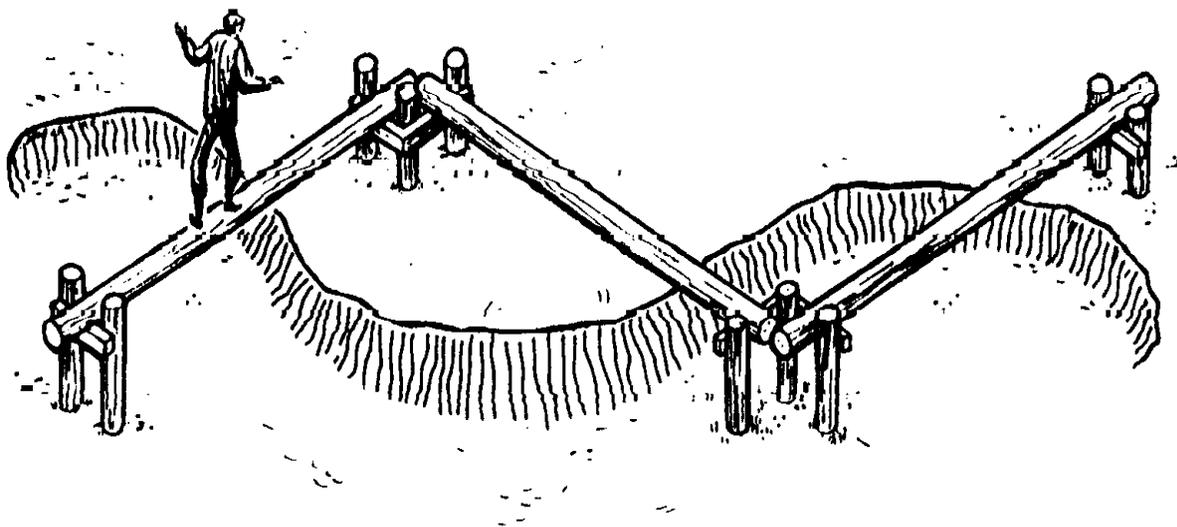
OBSTACLE NO. 5 - EASY BALANCER



- 1. Completing the Obstacle.** The fire team member must walk or run up one inclined log and down another on the opposite side to the ground without falling to the ground. Hands may not be used to touch logs.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must step on the yellow painted portion of both the start and finish logs.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. The title of this obstacle is misleading because the logs at each side are at a steep grade that could cause loss of balance. The fire team member could fall to the ground or strike the horizontal log.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

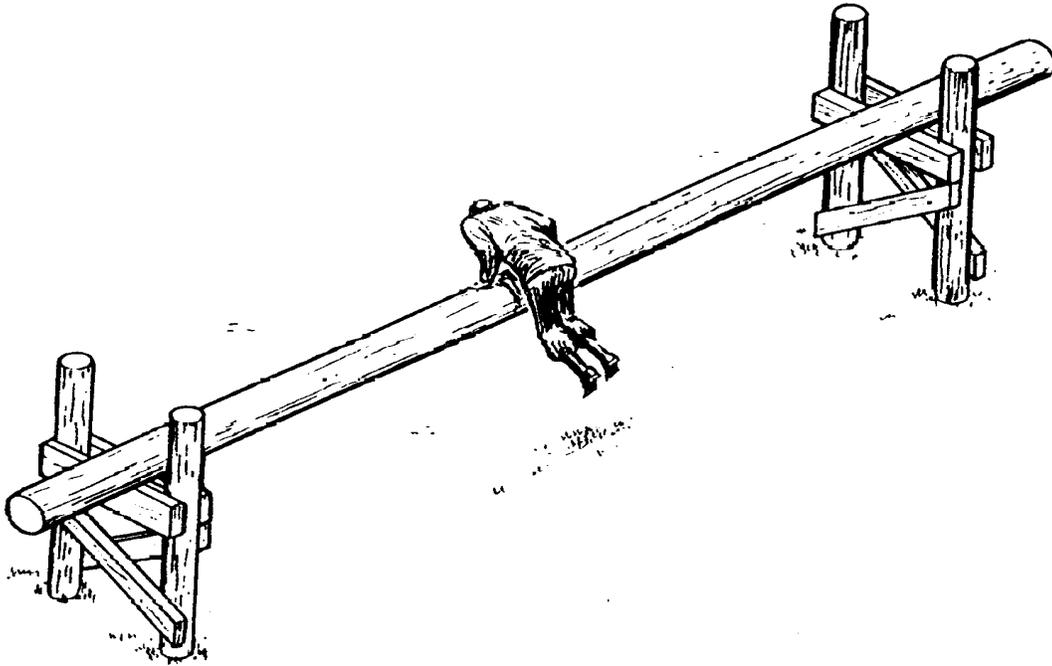
OBSTACLE NO. 6 - BALANCING LOGS



- 1. Completing the Obstacle.** The fire team member must walk or run along the three logs without falling to the ground. After mounting the obstacle, hands may not be used to touch logs.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start the obstacle on the yellow painted portion of the first log and step on the yellow painted portion of the final log before going to the next obstacle.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the fire team member does not retain balance, a fall to the ground could occur. The logs are at a sufficient height from the ground that a fall could result in an injury. The three logs ARE NOT stationary.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

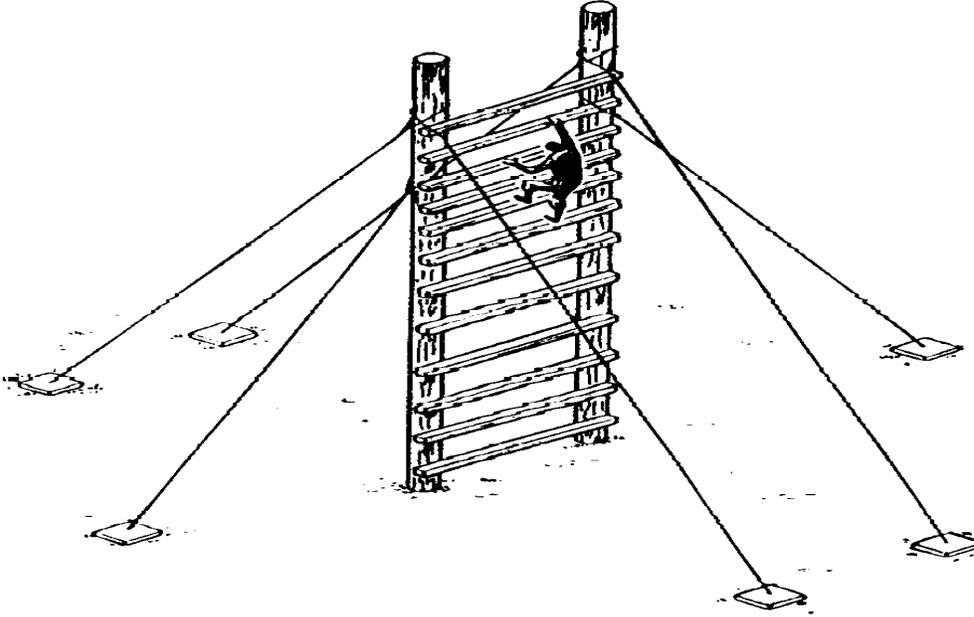
OBSTACLE NO. 7 - THE BELLY BUSTER



- 1. Completing the Obstacle.** The fire team member must vault, jump, or climb over the horizontal log.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the fire team member does not gain the necessary height to go over the horizontal log, the fire team member could strike the chest. This log IS NOT stationary.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 8 - CONFIDENCE CLIMB

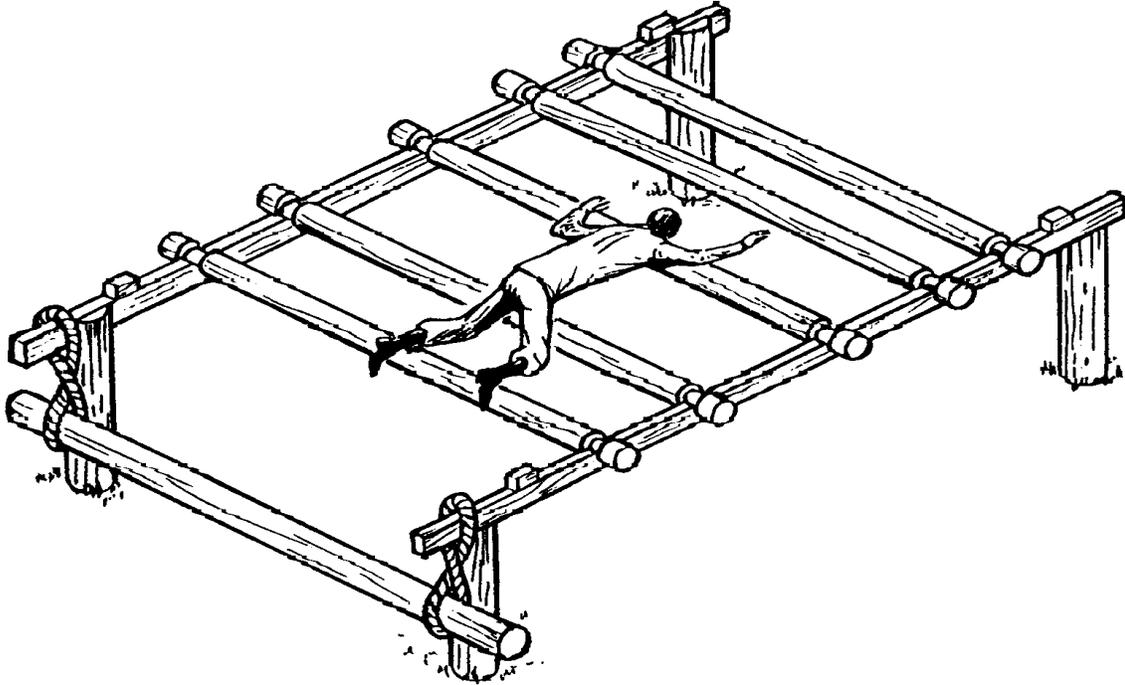


- 1. Completing the Obstacle.** The fire team members must go up the vertical ladder, over the top rung, and then down the opposite side to the ground feet first. **NOTE:** This obstacle at Lackland AFB has eleven rungs instead of twelve as shown above.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team members must touch the bottom rung of the ladder with a foot after going over the top, while on the way down, before going to the next obstacle. Do not jump off the obstacle and reach back to touch the bottom rung.
- 4. Number Allowed on Obstacle.** No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a high safety risk. The distance from bottom to top is 30 feet. Fire team members must be sure of their grip when negotiating this part of the obstacle. A fall from the vertical ladder could result in a very serious injury. Fire team members should not hesitate to advise the obstacle umpire if they believe they are about to fall off the obstacle or become immobilized. In such situations the obstacle umpire will immediately notify the CCO or ACCO. The fire team on the obstacle and all following fire teams will be stopped and rescheduled to start the obstacle when it

has been cleared. Fire teams who have already negotiated the obstacle will continue on the course.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

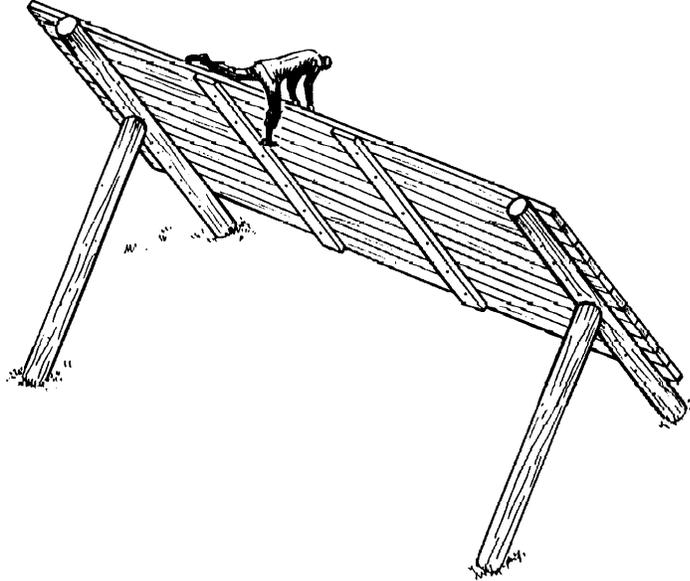
OBSTACLE NO. 9 - BELLY ROBBER



- 1. Completing the Obstacle.** The fire team member must step on the lower log at the entry point of the obstacle and belly crawl over all remaining logs without falling to the ground. Members must negotiate the obstacle on their belly.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must roll the last log (log closest to the two yellow painted blocks) to touch at least one of the two yellow painted blocks at the exit point of the obstacle before dismounting and moving on to the next obstacle.
- 4. Number Allowed on Obstacle.** No more than one fire team member is allowed on the obstacle at the same time. This is so the horizontal logs may be realigned back to their original position for use by the next fire team member.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member fails to reach or crawl to succeeding logs, a fall to the ground could possibly occur. These logs ARE NOT stationary.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

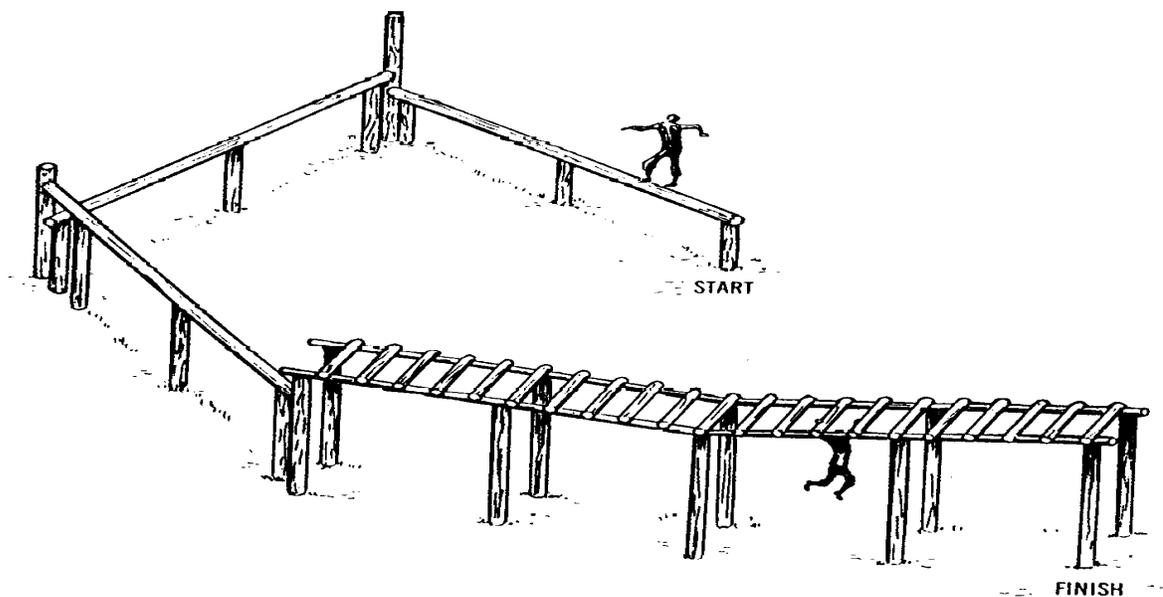
OBSTACLE NO. 10 - INCLINING WALL



- 1. Completing the Obstacle.** The fire team member must approach the underside of the wall, jump up and grasp the top, and pull the body up and over the wall. The fire team member must then slide or jump to the ground.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the approaching side support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** No more than one fire team member is allowed on the obstacle at the same time.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. A fire team member could strike the head when jumping up and grasping the top of the wall.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

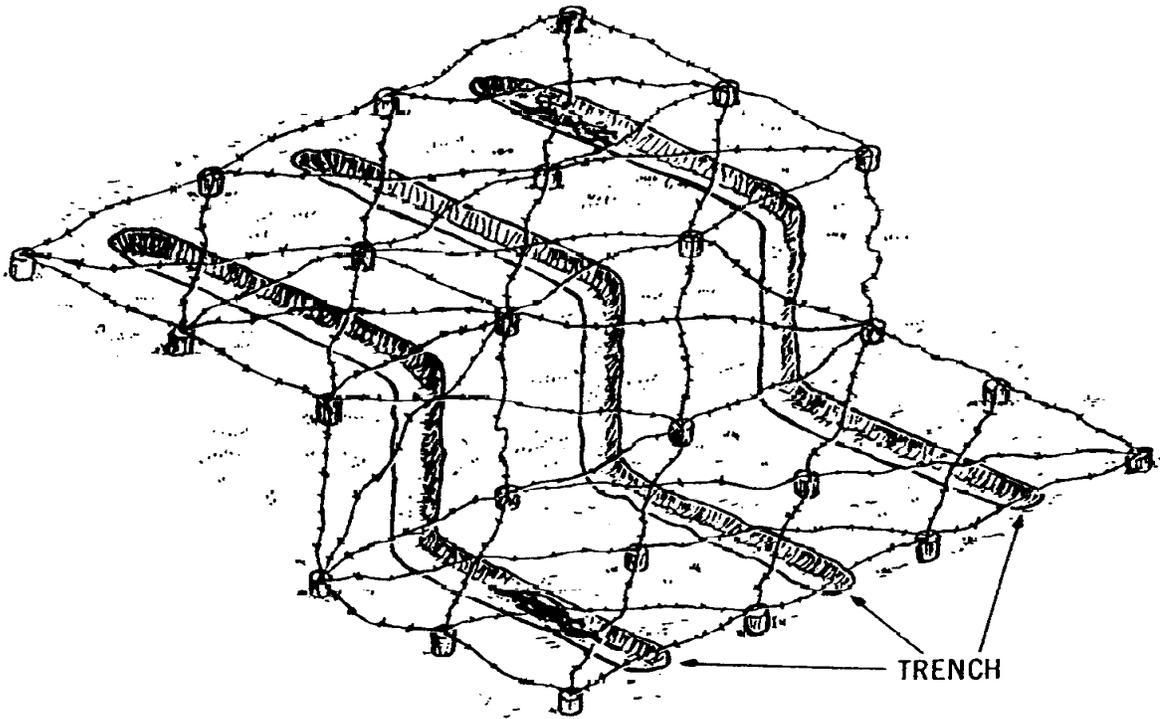
OBSTACLE NO. 11 - THE TARZAN



- 1. Completing the Obstacle.** The fire team member must mount the lower log and walk or run the length of it and each successive higher log until reaching the horizontal ladder without falling to the ground. After mounting the obstacle, hands may not be used to touch the logs. Then, hanging by the hands, the fire team member must negotiate the underside of the ladder to the end without falling to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start the obstacle on the yellow painted portion of the first log and touch the last rung of the horizontal ladder before going to the next obstacle. The vertical supports may be used for assistance while negotiating the log section of the obstacle.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the fire team member does not keep his or her balance on the logs to the horizontal ladder, an injury could occur when falling to the ground. The rungs of the horizontal ladder are stationary and do not turn with the swing of the fire team member.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

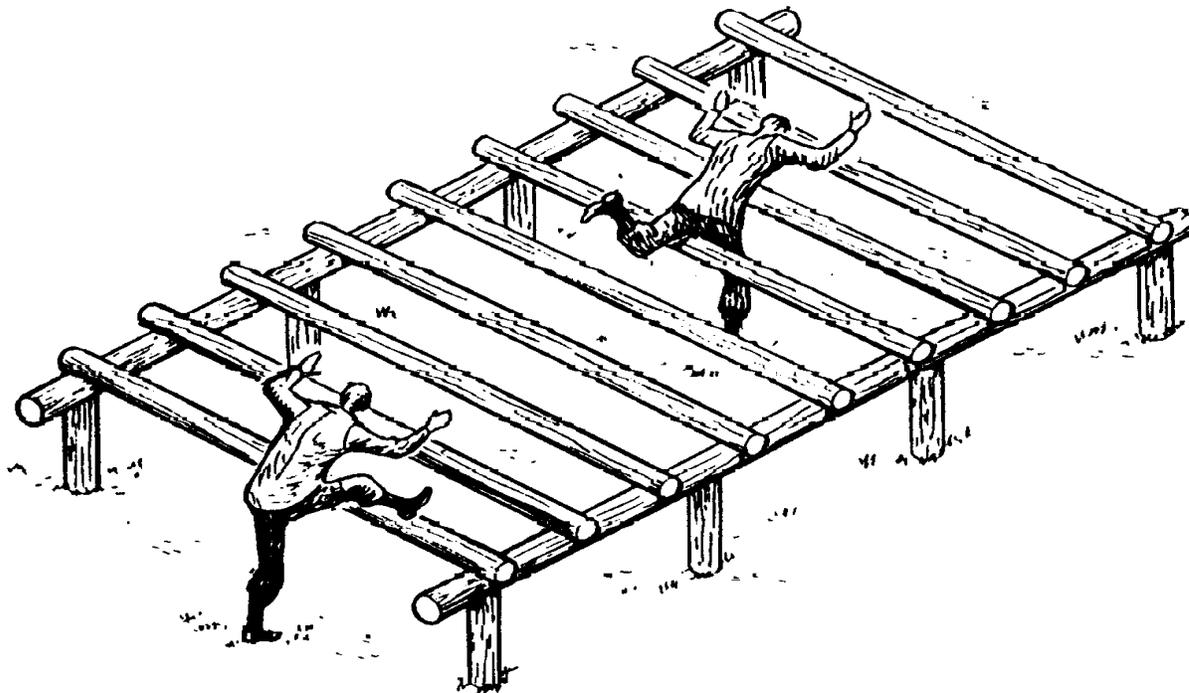
OBSTACLE NO. 12 - THE TRENCH CRAWL



- 1. Completing the Obstacle.** The fire team member must select a trench and crawl in it from start to finish under the barbed wire.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed in the trenches at the same time. When in the trenches at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not keep sufficiently low in the trench, the barbed wire will cut the body.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

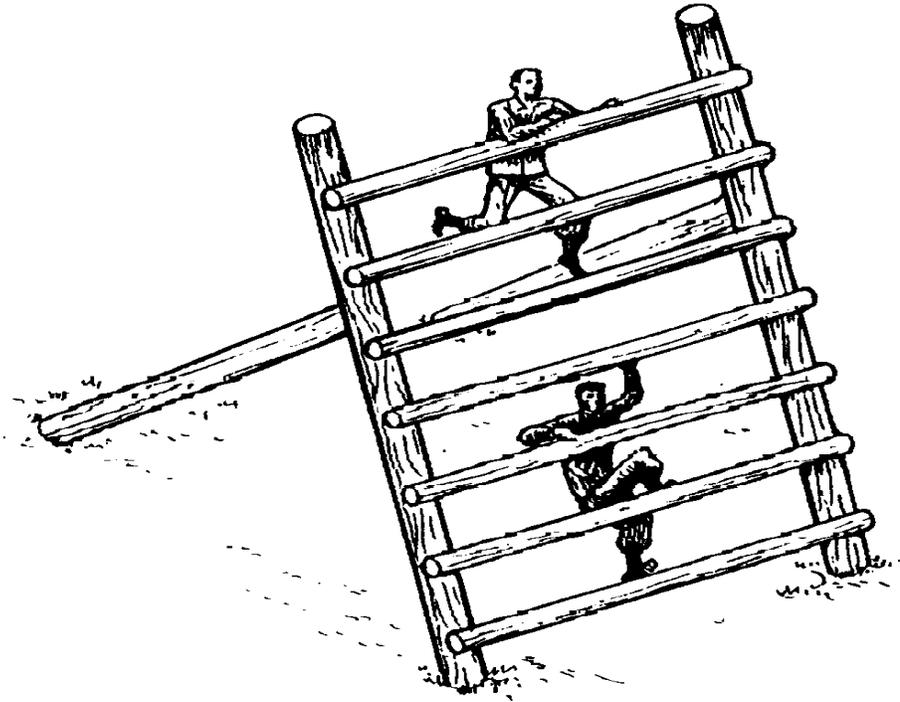
OBSTACLE NO. 13 - HIGH STEPOVER



- 1. Completing the Obstacle.** The fire team member must step (not vault) over each log one at a time. At least one foot must touch the ground between each row of logs. Hands may be used to help maintain balance while stepping over logs. *NOTE:* This obstacle at Lackland AFB has eleven logs to negotiate instead of nine as shown above.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. As the obstacle title suggests, the fire team member must high step over each horizontal log. If the fire team member is not careful, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

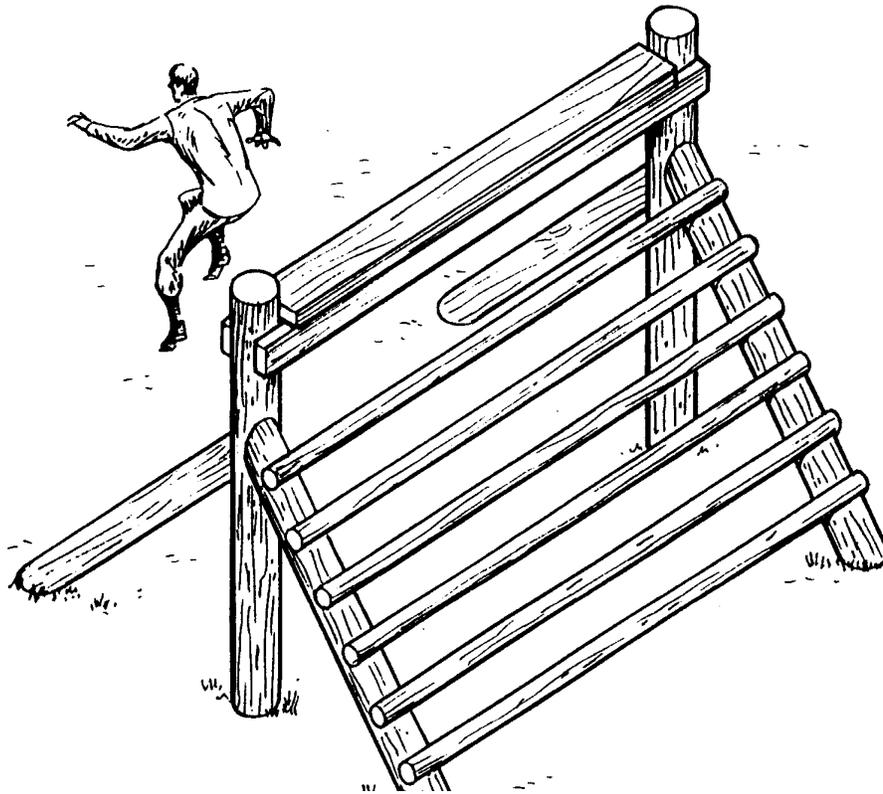
OBSTACLE NO. 14 - REVERSE CLIMB



- 1. Completing the Obstacle.** The fire team member must climb the inclined ladder from the under side, go over the top rung, and then go down the opposite side to the ground.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the approaching side support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** The fire team member must touch the bottom rung of the inclined ladder with a hand or foot after going over the top, while on the way down, before going to the next obstacle. Do not jump off the obstacle and reach back to touch the bottom rung.
- 4. Number Allowed on Obstacle.** No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. The fire team member may lose his or her balance or grip on the starting point and fall backward to the ground. Further, when going down the opposite side of the obstacle, the fire team member could slip off a rung, become entangled, and incur a serious injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 15 - JUMP AND LAND



1. Completing the Obstacle. The fire team member must go up the top side of the inclined ladder to the top platform and then with both feet on the top platform, jump to the ground. Hands may be used to assist in climbing. **NOTE:** This obstacle at Lackland AFB has five log steps on the ladder instead of the six shown above.

2. Out-of-Bounds Areas. None.

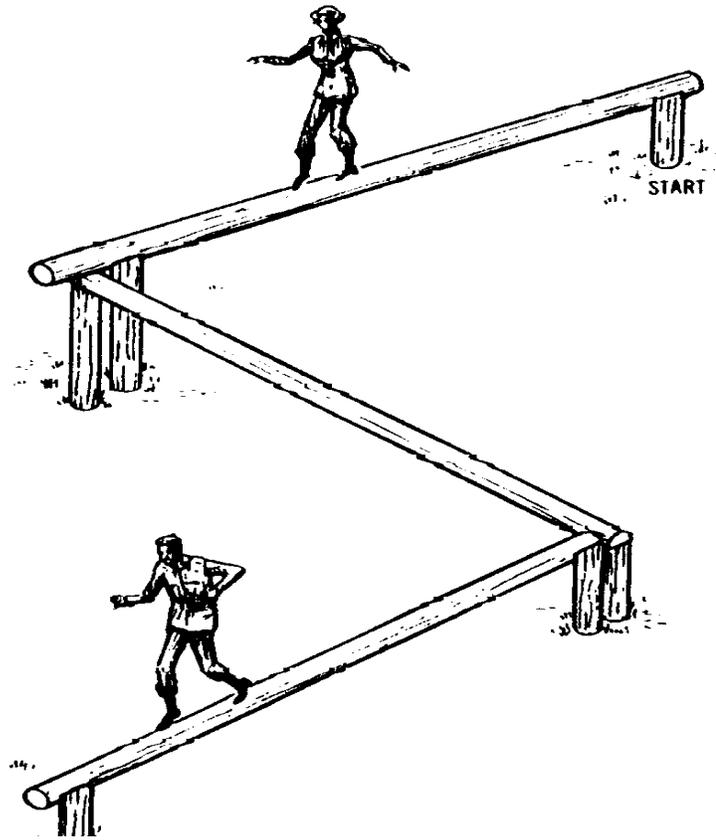
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. When the fire team member goes up the ladder, the foot could slip off a rung causing the fire team member to become entangled and incur a serious injury. Further, the fire team member must jump off the top platform to the ground.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 16 - THE WALK ACROSS



1. Completing the Obstacle. The fire team member must walk or run along the three logs without falling to the ground. After mounting the obstacle, hands may not be used to touch the logs.

2. Out-of-Bounds Areas. None.

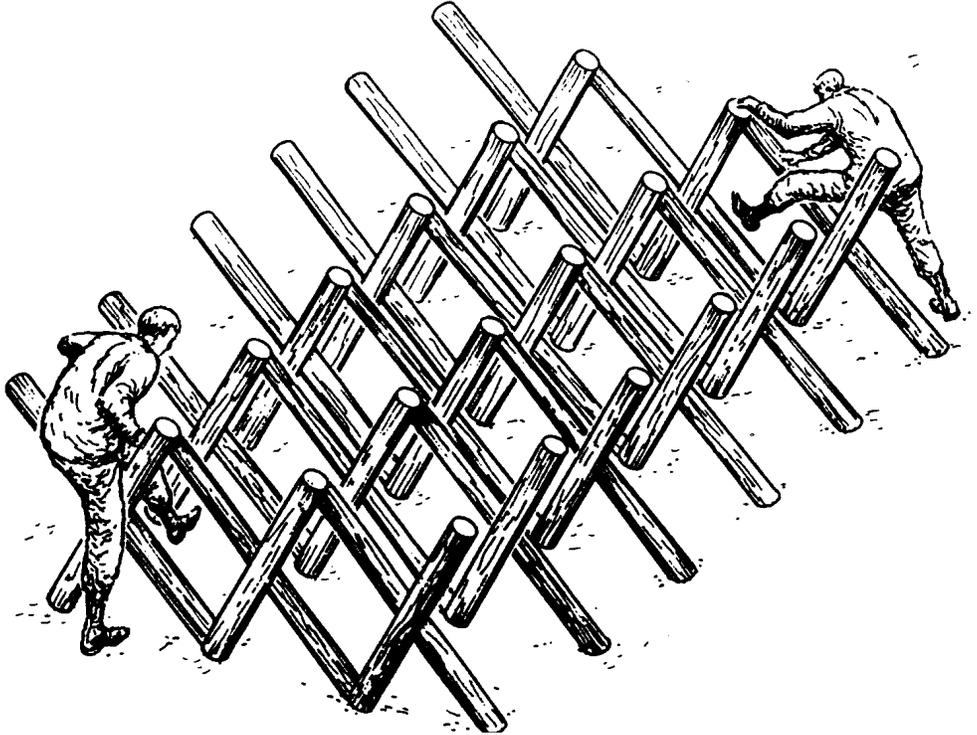
3. Additional Ground Rules. The fire team member must start the obstacle on the yellow painted portion of the first log and step on the yellow painted portion of the final log before going to the next obstacle.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. A loss of balance on the logs or a fall to the ground could possibly result in an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 17 - THE TOUGH NUT



1. Completing the Obstacle. The fire team member must select a row and go over each “X” portion in that row. After starting through a row, do not change rows. Fire team members may use their hands to assist in stepping or vaulting over the obstacle. Although competitors may step on the “Xs” in order to negotiate the obstacle, at least one foot must touch the ground between each row. *NOTE:* This obstacle at Lackland AFB has five lines of X’s instead of the six as shown above.

2. Out-of-Bounds Areas. None.

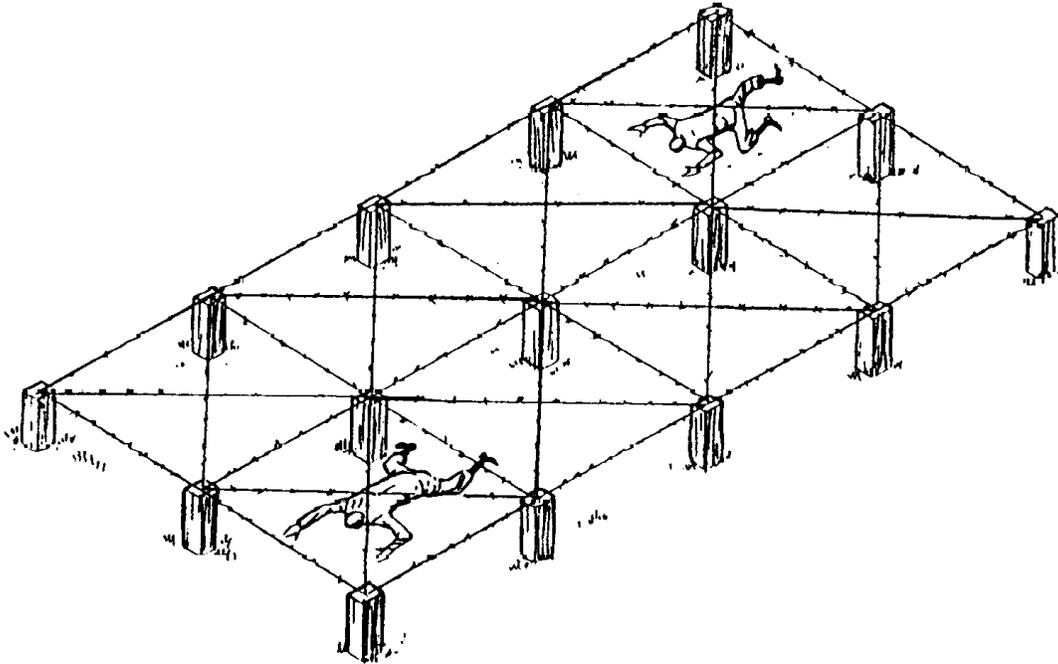
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a minimum safety risk. If the fire team member does not step high enough over each “X” portion, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

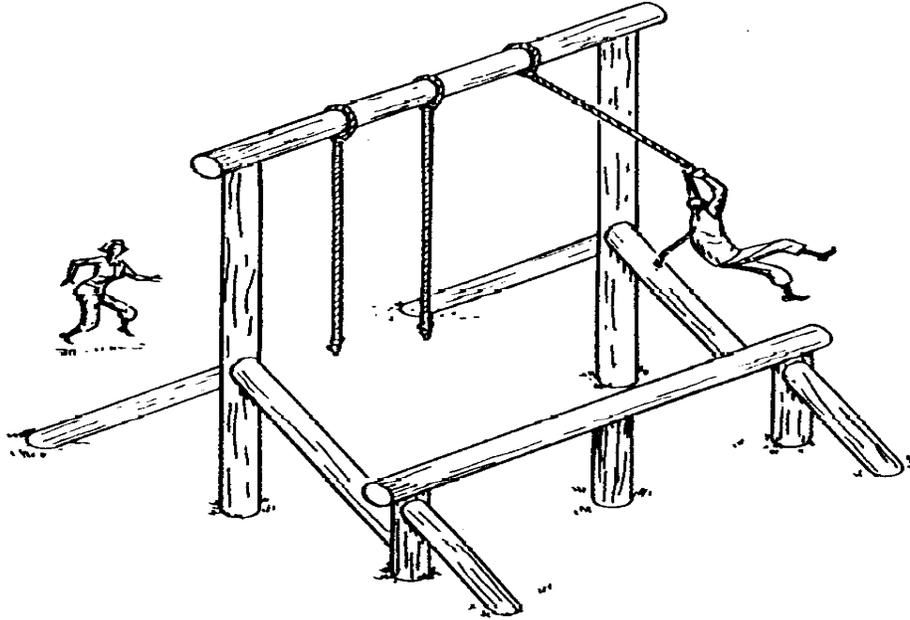
OBSTACLE NO. 18 - BELLY CRAWL



- 1. Completing the Obstacle.** The fire team member must select a lane and move forward belly down from start to finish under the barbed wire in the same lane.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start and finish at the yellow painted logs for the selected lane.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed in the obstacle at the same time. When in the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not keep sufficiently low to the ground, the barbed wire may cut the team member.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 19 - SWING, STOP, AND JUMP



1. Completing the Obstacle. The fire team member must grasp a rope, swing the body forward, and land with both feet on top of the log. The fire team member must then jump to the ground. Both hands must be on the rope during the swing portion of negotiating this obstacle.

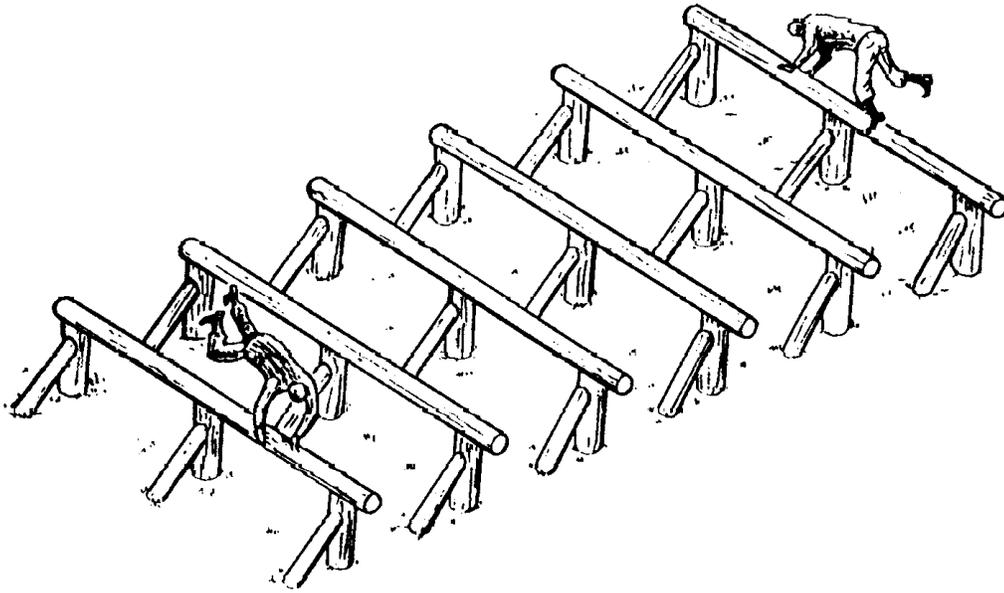
2. Out-of-Bounds Areas. None.

3. Number Allowed on Obstacle. No more than three fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

4. Safety Considerations. The obstacle has a medium safety risk. A fire team member may not gain the necessary momentum when swinging the body to the log. Not enough momentum may result in the shin striking the log, while too much momentum could cause the competitor to overshoot and strike the log on the backward movement. Also, the fire team member could lose his or her grip on the ropes and strike the adjacent support braces.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

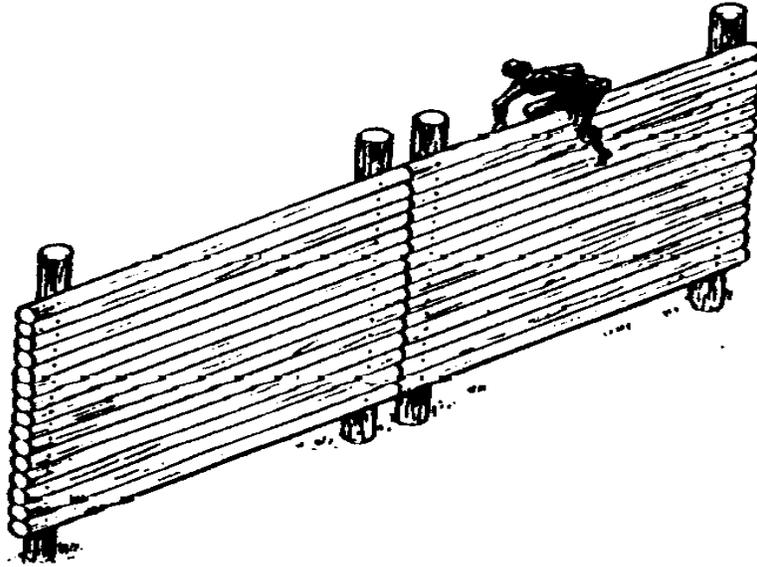
OBSTACLE NO. 20 - SIX VAULTS



- 1. Completing the Obstacle.** The fire team member must vault or roll the belly over each log.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not gain sufficient height a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 21 - THE VERTICAL WALL



- 1. Completing the Obstacle.** The fire team member must climb the vertical wall, go over the top, and then slide or jump to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. The fire team member's foot may slip on the logs when trying to reach the top. This may result in the fire team member falling and striking the head against the wall. Further, the fire team member could receive an injury if not careful when sliding or jumping down the opposite side of the wall.

NOTE: Upon completion of this last obstacle, water will be available to the competitors.

FINAL RUNNING PORTION.

A short run is the final portion of the competition. The fire team member must run on a designated path to complete the last portion of the competition.

Chapter 4

COMBAT RIFLE COMPETITION

4-1. Details of the Competition: This year's rifle competition will be a day/night course of fire, fired in three consecutive phases.

a. Fire team configurations. All eight persons (two four-person teams) shoot this course of fire under simulated combat conditions using approved military service rifles (M-16 or equivalent) to evaluate marksmanship skills within set time limits. One team will fire a day course and the other at night. Competition officials will choose which team fires which course.

b. Target Description. These events use three-dimensional silhouette targets (Ivans) with timed exposure. HQ AFSFC determines the target distances, exposure times and intervals, and discloses this information at competition time. As many as four targets may appear simultaneously.

c. Course Description. The course of fire will consist of three phases:

(1) Phase I will consist of each fire team moving to firing positions and engaging targets as encountered. Movement to Phase I firing positions will be done by running/maneuvering approximately 200 meters. Shooters will engage Phase I targets in the prone position with no artificial support provided. One (1) 30-round magazine will be used.

(2) Phase II will consist of running/maneuvering approximately 200 meters to the next firing positions and engage targets as encountered. Shooters will engage Phase II targets in the kneeling position with no artificial support provided. One (1) 30-round magazine will be used.

(3) Phase III will consist of running/maneuvering approximately 200 meters to the next firing positions and engage targets as encountered. Shooters will engage the first ten targets in the standing position from distances of 50-100 meters. After ten exposures, shooters will move into a defensive fighting position and continue to engage targets. Upon the command of "GAS GAS GAS" shooters will employ their gas mask (hood not required) and continue to engage targets. Two (2) 30-round magazines will be used.

d. Restrictions. Devices and equipment that facilitate shooting, but are not mentioned in this brochure or are contrary to the spirit of the competition event and its rules, are prohibited. Competitors will check in with the competition official(s) on site to complete equipment and weapons checks. The team captain must submit a request to use questionable equipment and apparel to HQ AFSFC for approval NLT 60 days (30 Aug

2000) before the start of competition. Allied services may use other rifle types as agreed to by HQ AFSFC in writing NLT 60 days before the start of the competition. Teams must be ready to compete upon arrival at the event site.

(1) Shooting Glasses. Not authorized.

(2) Weapon Standard. Use only M-16 series rifle (or equivalent) with AN/PAQ 4 infrared sight (or equivalent). Use standard weapon sling and maintain fit to both the upper and lower sling swivels. Do not use hooks or other devices.

(3) Weapon Trigger Pull & Standard. The M-16 rifle trigger pull must be a minimum of 5 pounds and verified at the event site prior to the team competing. Trigger pull weight for other service or component's weapons will be in accordance with that service's or component's published technical directives.

(a) The rifle must visibly lift the test weights off the weigh-in table. A weapon being checked will be given three opportunities to meet the requirement. The shooter has one opportunity to adjust or correct the trigger pull to meet the standard.

(b) Failure of the rifle to meet the established requirement will result in the weapon being disqualified from use during the event, but may be substituted.

(4) Weapon Substitution. A competitor may substitute a rifle disqualified for improper trigger weight with a spare team weapon prior to the event. The spare weapon must meet the same criteria and be present with the team at the time of check-in and trigger-pull check. NOTE: When a competitor substitutes a weapon, they have one opportunity to meet trigger pull requirements. Failure to meet the standard disqualifies the weapon and competitor (shooter) from the event. Zero round firing will not be allowed for the substitute weapon.

(5) Sighting Aids. Blackening or whitening of rifle sights is not authorized.

(6) Brass Deflectors. Recommend using brass deflectors for rifles. Teams are responsible for supplying their own brass deflectors.

(7) Competition Ammunition: Requests to use a substitute or special ammunition for the competition, other than that indicated, will be submitted in writing by the team captain NLT 60 days before the start of the competition. **Competitors use M855 Cartridge, caliber 5.56mm-ball ammunition for combat rifle.**

4-2. Conducting the Competition. A "combat loss" will result if a weapon becomes disabled or inoperative, or a shooter sustains an injury preventing continuation. The fire team leader's decision to accept a "combat loss" does not justify re-firing any portion of the event.

a. It is the shooter's responsibility to take immediate action to safely clear any weapon malfunction prior to the fire team movement from any firing position. The fire team leader must decide either to make repairs to the weapon or leave it and the shooter behind as a "combat loss."

(1) Weapon(s) that cannot be made operable, as well as the shooter of that weapon, are left behind and considered a "combat loss." The weapon and shooter who are "combat losses" are prohibited from further participation in this event.

(2) Shooters who become injured on the course and cannot complete this event will be considered a "combat loss" and are prohibited from further participation in the event.

b. Equipment loss during the course of fire is considered "combat loss" and will result in penalty points being assessed.

c. **Weapon Substitution.** A competitor may substitute an inoperative or unsafe weapon prior to the event with a spare team weapon that meets trigger weigh-in standards. A weapon cannot be substituted once a team has started the event.

d. **Weapons Zero Fire.** Each team will have an opportunity to zero fire at the designated range prior to the start of the event.

(1) A maximum of 10 rounds per rifle competitor is available. Fire ammunition from any authorized shooting position for the purpose of zero.

(2) The "zero" fire is the only portion that may be re-fired if a weapon is identified unserviceable for any reason. The shooter can replace parts, but prior to re-firing, the weapon must be safety inspected and approved by a CATM range official or gunsmith.

e. No practice rounds are allowed during competition.

f. All shooters are accompanied by and will follow instructions of range officials.

g. Fire teams will fire the course against the clock.

h. Do not carry partial 5.56 magazines from one phase to another.

4-3. Scoring Procedures. One set of silhouette targets is used for each phase.

a. **Scoring.** Team members will not inspect targets following their event nor be present during the official target scoring.

(1) The team having the highest total team score (target hits day/night) wins the event.

(2) Only the authorized maximum total number of hits per target will be scored.

(3) Additional hits on any rifle target (i.e., more than that required for the position) will not be counted. See paragraph 4-3d. below.

b. Assessment of Penalty Points. Penalty points are assessed for:

(1) Firing while in an improper firing position.

(2) Competitor not possessing serviceable (operational) equipment required for this event or not having required equipment at the conclusion of the event (for example, lost equipment).

(3) Moving without weapon on safety.

(4) Any rounds fired too early or late will not count in scoring.

(5) Penalty points will be subtracted from the teams' number of allowable hits (score).

c. Tiebreaker Determination. The following sequence determines the winner if there is a tie score.

(1) The team having highest total number of hits on the 300 meter target is the winner.

(2) In the event a tie score continues, the team having highest total number of hits on the targets in descending order from the 250 meter down to the 50 meter target is the winner.

d. Shot Group Evaluation. Only authorized competition official(s) will be present and score targets.

4.4. Protests. Submit protests in accordance with paragraph 1-11.

4-5. Authorized Equipment. Use only USAF-issued or previously approved equipment. HQ AFSFC must agree upon equipment for allied services in writing NLT 60 days before the start of the competition. Each competitor will be configured with:

a. Required Equipment:

(1) Face camouflage.

(2) Helmet. A helmet will be worn by each competitor during the entire course of fire. Helmet covers should match uniform.

(3) Uniform. Each competitor will wear battle dress uniform (woodland camouflage) and boots.

(4) Combat Equipment. Each competitor will have one web belt (with harness or load bearing vest optional); two webbed/nylon ammo pouches (as a minimum); one full (water) canteen (as a minimum); chemical ensemble to include protective mask and carrier; four 30-round magazines.

(5) Ear protectors or plugs. The host base does not provide ear protectors or plugs. The individual competitors or team captain provides these.

(6) PVS 7B/D night vision devices (one per competitor).

b. Optional Equipment: Binoculars and/or goggles (for eye protection during adverse weather conditions).

4.6. Spectators.

a. The course of fire will involve a nighttime, chemical/biological warfare environment. Spectator viewing will be severely limited during this event, and will be contingent on the availability of night observation devices.

b. Only authorized public affairs personnel may take pictures or film.

Chapter 5

SADLER CUP COMPETITION

5-1. Details of the Competition.

- a. An eight person team will perform a scenario involving a force protection/contingency operation mission.
- b. The scenario will be one of the following; attack, ambush, convoy security, defend, or recon patrol.
- c. Individual and collective tasks evaluated will be IAW SF CFEPT.

5-2. Conducting the Competition.

- a. Team captains will receive an OPORD 24 hours before the start of an actual event.
- b. Team members must take no action to conceal or obstruct the MILES sensors. This includes placing the battery compartment on the head harness on the front of the helmet covering the sensors with clothing, ammunition belts, or anything else. Persons covering the sensors will be declared “killed.” The team is penalized if team members fire MILES-equipped rifles after their buzzer signals a “kill.”
- c. Officials will use MILES controller guns to assess “administrative kills” in instances where weapons would normally kill an opponent but natural barriers (i.e., vegetation or weather, etc.) hindered the proper operation of the MILES gear.
- d. Officials will check to ensure no team member has more than the authorized amount of blank ammunition at the beginning of each contest. **NO PERSON WILL HAVE LIVE AMMUNITION.**
- e. When team members are “killed,” they must lie in the prone position and cease all movement/communication until the end of the scenario. Officials may “recover” killed competitors.
- f. Sadler Cup competitors will use the following weapons:

Fire Team A: First Member—M-16 Rifle
Second Member—M-16 Rifle/M-203 Grenade Launcher
Third Member—M-60 Machine Gun
Fourth Member—M-16 Rifle

Fire Team B: First Member—M-16 Rifle
Second Member—M-16 Rifle/M-203 Grenade Launcher
Third Member—M-16 Rifle
Fourth Member—M-16 Rifle

g. Teams will use their own M-16 and M-60 (with spare barrel bags) team weapons. Teams must provide their own M-16 rifle and M-60 machine gun blank adapters, NSN 1005-00-118-6192. MAJCOMs sponsoring foreign teams will provide all weapons for allied teams. Equip weapons with blank adapters at all times during the Sadler Cup competition. Do not fire the weapons toward any person at a distance less than 25 meters. Violations of these rules result in assessment of penalty points.

h. Team members may use any natural cover. Off limits/out-of-bounds areas will be appropriately briefed or marked.

5-3. Scoring Procedures.

- a. The highest team score wins the competition. There will be no team play-offs.
- b. The three categories of points awarded during this event are: mission performance, mission accomplishment, and command/control/communications and intelligence.
- c. Team ties are broken by the following standards:
 - (1) The team with the highest bonus point total will win.
 - (2) If a tie still results, the team with the lowest penalty point total wins.
 - (3) In the unlikely event a tie still persists, the Sadler Cup Competition Control Officer (CCO) will break the tie.

5-4. Protests.

- a. Protest guidelines in paragraph 1-11 are applicable to Sadler Cup. The following additional guidelines apply:
 - (1) Malfunctions of MILES, radios, or weapons occurring during the competition cannot be protested. Competitors have an opportunity to check the operability and, if necessary, replace their weapons, radios, and MILES before the competition.
 - (2) Administrative kills ruled by controllers cannot be protested.
 - (3) Administrative penalty points ruled by controllers cannot be protested.

b. Procedures for protests:

(1) Competitors must convey their protests to their team captain prior to the event's conclusion. The competitor may bring the protest circumstances to the immediate attention of a controller in the field during the competition; however, this does not relieve the competitor of the responsibility to inform their team captain.

(2) The team captain verbally registers the protest with the Sadler Cup CCO or S1 immediately after the team's mission. If not satisfied with the ruling, the team captain may register the protest in writing to the competition Director or Deputy. The team captain must make the written protest within 30 minutes following the team's mission. Forms are available from the S1.

(3) The CCO will immediately dispatch the written protest to the Competition Director/ Deputy. The team captain will be informed of the final decision of the Defender Challenge Rules Committee as soon as practical.

5-5. Authorized Equipment.

a. Restrictions. Devices and equipment that assist the competitor but are not mentioned in this brochure or are contrary to the spirit of these rules are prohibited. The officials and CCO may inspect a competitor's equipment and apparel. **The team captain must submit a description of non-standard or questionable equipment and apparel to HQ AFSFC/SFO for official inspection and written approval NLT 60 days (28 Aug 2000) before the start of the competition.** After that time, questionable equipment and apparel will not be considered.

b. The Sadler Cup staff issues each team participant MILES equipment, which the team member must properly attach. The equipment consists of a transmitter and body and head sensors. Team members are responsible for ensuring their MILES equipment is functional prior to leaving the Sadler Cup issue area.

c. Each team is authorized a maximum of 240 rounds of blank 5.56mm ammunition per M16, and 800 rounds of blank 7.62mm ammunition per M60. M203 40mm TP rounds will not be issued for this event. **NO PERSON WILL HAVE ANY LIVE AMMUNITION.**

d. The following equipment is required:

(1) Competitor equipment--required:

(a) BDU fatigues (woodland camouflage pattern or suitable allied service uniform).

(b) Boots (as authorized by military instruction or approved allied service boot).

(c) Kevlar helmet w/camouflage cover.

(d) Flak vest.

(e) Protective mask with filter and carrying case--MCU/2P or approved allied protective mask.

(2) Load bearing equipment/tactical load bearing vest--required:

(a) Individual equipment belt.

(b) Individual equipment vest harness/suspenders.

(c) Two small-arms ammunition cases (30-round magazines) (Not required with tactical load bearing vest).

(d) Canteens--one 2-quart or two 1-quart canteens filled with water.

(e) Canteen covers for each required canteen.

(f) Lensatic compass and case.

(g) Flashlight with colored lenses (red, blue, clear).

(h) First aid dressing and first aid dressing case (case not required with tactical load bearing vest).

(i) Poncho (OD green or camouflage).

(j) One gortex or field jacket (woodland pattern), and gortex pants (weather dependent).

(k) One liner, gortex or filed jacket, weather dependent.

(l) Camouflage sticks or equivalent.

(m) One pair standard issue work gloves.

(n) One hat, cold weather, (camouflage or OD green). (Must fit under the helmet).

(o) One extra set flash light batteries.

(3) Team (8-person) equipment--Required. Each team must provide the following:

(a) A minimum of three (3) Scope Shield-Phase II radios. Only two radios will be used by teams for the Sadler Cup event. Other radios are for backup purposes only in the event a team experiences radio problems during the preparation phase of the event.

(b) Field glasses (minimum one).

(c) Two (2)-Global Positioning Systems (GPS) to assist in land navigation during the competition. Commands not having this equipment should coordinate with other commands to borrow this equipment for their team training. Allied teams should coordinate with their host command for use of the equipment.

(4) Night Vision Equipment:

(a) Each team is authorized a **maximum** of eight Night Observation Devices, which may be any combinations of PVS-2, 4, 5, or 7's. Each team is also requested to bring two extra sets to support DV observations.

(b) Each team is authorized a **maximum** of eight Laser Aiming Lights (LALPS) or PAQ-4 aiming lights or a combination not to exceed (1) per competitor (**ACP-2 ARE NOT AN AUTHORIZED EQUIPMENT ITEM**). These items must be compatible with the MILES weapons transmitter and must not interfere with the operation of the MILES or the weapon. **Weapons mounted thermal imaging devices are not authorized.**

(c) Allied teams are encouraged to request assistance in obtaining night vision and/or laser aiming equipment from their host MAJCOM. Allied teams may substitute night vision and/or laser aiming equipment. However, the substitute equipment's capability may not exceed the capability of the PVS-7 night vision device and LALPS, and must be approved through this Center, in writing, NLT 60 day (28 Aug 2000) before the start of the competition.

NOTE: This is the only night vision and laser aiming equipment authorized for this competition.

f. **EQUIP ALL TEAM RADIOS WITH THE LOW BAND FREQUENCY MODULE.** Each team is responsible for bringing their radios, batteries, and battery chargers. Use of bone mikes or handsets is optional. Commands not having either radio should coordinate with other commands to borrow radios, batteries, and chargers for their team training and actual competition. MAJCOM sponsors can provide communication equipment to allied or other US service teams, as necessary. All teams will be required to use the long-range whip antenna with the PRC-139 radio. All teams must bring the long-

range whip antenna as part of their required equipment. Additionally, the Sadler Cup competition will include the use of the Scope Shield II (PRC-139) radio in the secure voice mode. All teams will be required to load their radios for secure voice use. Teams will not bring any COMSEC tapes or COMSEC fill devices with them. The Sadler Cup staff will provide required encryption tapes and COMSEC loading equipment to the teams, but the teams will be required to load their own radios. All MAJCOMs sponsoring allied teams must ensure they receive the required training on this equipment prior to the competition.

g. HQ AFSFC provides M-16 magazines. Teams **WILL NOT** report to the competition with their own magazines.

5-6. Observer Restrictions. Visitors to the Sadler Cup area **WILL NOT** be limited. Visitors chosen by the team captain may hear/accompany the team through the mission brief and debrief phases. Only the team members may ask questions or make comments during these briefings/phases. Visitors to the Sadler Cup area will not be allowed to bring cameras and/or other photographic equipment. Only authorized public affairs personnel will be permitted to take pictures or film. **OBSERVERS ARE RESTRICTED FROM YELLING INFORMATION TO THE COMPETITORS AND WILL AVOID DISTRACTING TEAM MEMBERS DURING THE COMPETITION.** Teams may be disqualified if competition officials confirm that teams received assistance from observers.

Chapter 6

PISTOL COMPETITION

6-1. Details of the Competition.

- a. A four-person team fires the course.
- b. Teams should be prepared to fire the M-9 pistol from any or all positions used for Air Force qualification.
- c. Competitors could expect to encounter hostage and/or shoot-no-shoot situations.

6-2. Conducting the Competition.

- a. Magazines are to be loaded and placed in pouches before each phase. Each phase begins with a loaded magazine in the weapon and the first round chambered. The spare loaded magazine must be in the pouch with the pouch buttoned.
- b. Each team member will have a specific amount of time to complete each phase. A competitor is not permitted to engage targets after time has expired.
- c. Shooters will not move toward the firing line or any target until directed.
- d. Shooters will take their positions at the firing points in a way that does not interfere with or assist shooters on either side of them.
- e. All phases begin with the weapon holstered.
- f. The first round fired in each phase will be double action with subsequent rounds single action unless otherwise instructed.
- g. For safety reasons, shooters are not permitted to use dropped rounds or magazines after firing commences.
- h. A disabled weapon, regardless of cause, or defective ammunition are not reasons to refire any portion of the course. If a weapon fails to fire, the shooter is expected to take immediate, safe action to make the weapon operable and continue the event.
- i. Only competitors and range officials are allowed on/in the area of the firing line.

6-3. Scoring Procedures.

- a. Teams receive points for each enemy target hit.

- b. Bonus points are awarded for completing phases in which speed of getting rounds on target is an objective.
- c. Penalty points will be assessed for each hit on a friendly target when applicable.
- d. Scoring is accomplished after each phase.
- e. The team with the highest total score wins the competition. Total score is comprised of the raw score (target hits) plus bonus points and less any penalty points.
- f. In the event of a tie, the team with the lowest total team time is the winner.

6-4. Protests. Protests are permitted in accordance with paragraph 1-11.

6-5. Authorized Equipment.

a. Restrictions. Devices and equipment that facilitate shooting but are not mentioned in this brochure or are contrary to the spirit of the rules are prohibited. Range officials and/or the CCO will examine each shooter's equipment and apparel. Teams desiring to use questionable equipment and/or apparel must submit request for approval to HQ AFSFC at NLT 60 days (30 Aug 2000) before the start of the competition.

b. USAF teams will use the M-9 9mm pistol without modification. Pistols are used as issued; no other grips or add-on components are allowed. Trigger pull for the M-9 pistol must be within the parameters stated in **T.O. 11W3-3-5-4, Unit and Intermediate Support Maintenance Manual** when weighed in both single-action and double-action configuration. Trigger pull weight for pistols from other services or allied forces will be in accordance with published technical directives for that service.

c. Allied service teams may use other handgun types as agreed to in writing with HQ AFSFC NLT 60 days (30 Aug 2000) before the start of the competition.

d. Ammunition. USAF competitors will use 9mm ball cartridges. Allied services may use other types of ammunition as agreed to in writing with HQ AFSFC NLT 60 days (30 Aug 2000) before the start of the competition. Allied teams will supply their own service issue ammunition if other than 9mm ball is needed.

e. Personal Equipment. Competitors will use only issue equipment.

f. Required Equipment. Field uniform according to paragraph 1-9: only that equipment authorized by the TA is authorized, specifically, Belt, Individual Equipment NSN 8465 01 120 0674; Holster, Canvas 9MM, NSN 1095 01 194 3343 (with flap, thumb break attachment is not authorized); and Pouch, Magazine 9MM, NSN 1005 01 204 4376. Deviations are not authorized and will render a shooter ineligible to compete in

the Handgun Event. Competitors may be required to wear a flack vest during any or all phases of competition. US Military Teams should bring the standard issue military camouflage flack vest. Allied teams should bring their equivalent.

g. Weapons. Teams will pick up their weapons at the CCC (or other location as designated), bring them to the event, and return them to the CCC.

h. Shooters or team captains must provide their own ear protectors or plugs.

i. Trigger Weighing:

(1) Officials will weigh the triggers using test weights.

(2) A weapon must visibly lift the weights off the weigh-in table. A weapon is given three opportunities to meet this requirement. If it does not, gunsmiths, with the permission of the shooter, will attempt to correct the trigger pull and then reweigh the trigger. The trigger must meet the test on the first reweigh attempt.

(3) Competition officials will eliminate from the event any weapon not meeting trigger pull requirements or found to be unsafe. The shooter may submit and use another weapon which meets required standards.

6-6. Observer Restrictions.

a. Team members and/or representatives are not permitted to observe other teams competing until their team has completed this event.

b. Public affairs personnel and the Defender Challenge staff are allowed to talk to team members and photograph or film at the discretion of the team captain, team members, and CCO.

c. Observation of this event is unlimited and encouraged. Still photographs and videos are permitted; however, they are unofficial, and the rules committee will not use them to assist with resolving protests.

d. All observers will follow the CCO and range officials instruction concerning movement in and around the range area.

Chapter 7

COMBAT WEAPONS COMPETITION

7-1. Details of the Competition. One four-person fire team will compete in this event under simulated combat conditions. Fire team leaders and assistant gunners (AG) will be armed with M-16 rifles or military service/component equivalent. Machine gunners (MG) will be armed with M-60 machine guns or military service/component equivalent. Grenadiers will be armed with M-203 or military service/component equivalent.

a. Awards. The grenade launcher and machine gun are scored separately with awards presented for each weapon. The grenade launcher and machine gun scores are then added to the rifle scores for a team award.

b. Target Description. Machine gun, rifle, and M-203 targets are Mil “E” silhouette targets with timed exposures. They are controlled by radio signal and are “knock down” targets (fall when hit).

(1) Machine gun targets will be configured in wedge, linear, linear w/ depth formations or deep targets and will appear in-groups of five plain silhouettes (no markings).

(2) Rifle targets will appear as single plain silhouettes (no markings). However, more than one single silhouette may appear at the same time.

(3) Grenadier targets will be a mixture of point and area targets. Grenadier targets will appear in-group configurations of two to six silhouettes marked with fluorescent orange/red spray paint. HQ AFSEFC will determine the use of any other type grenadier targets and disclose this information when the competition is held.

c. Course Description. Teams will move tactically through the course of fire and engage targets as they appear.

(1) The individual firing the machine gun (MG or AG) will engage machine gun targets only. **NOTE:** MGs and AGs will switch positions for a portion of the course.

(2) Team leaders and AGs will engage rifle targets only.

(3) Grenadiers will engage grenadier targets only.

(4) Competitors must be aware that pyrotechnics (smoke, whistlers, GBS, etc.) may be used to simulate indirect fire from enemy forces or chemical agents.

d. Restrictions. Devices and equipment that facilitate shooting, and are not mentioned in this brochure or are contrary to the spirit of the competition event and its rules are prohibited. Team captains must submit a request to use questionable equipment and apparel to HQ AFSFC for approval NLT 60 days (30 Aug 2000) prior to the official start date for the competition. Allied services may use other rifle and machine gun types as agreed to by HQ AFSFC in writing NLT 60 days (30 Aug 2000) prior to the official start date for the competition.

(1) Shooting Glasses. Not authorized.

(2) Weapons Standards. Team leaders, AGs, and grenadiers use only M16 series rifle (or equivalent) without modification, scope, or bipod. Use standard weapon sling and maintain fit to both the upper and lower sling swivels. Use of hooks or other devices is not allowed. Additionally, grenade launchers must be equipped with either the quadrant and/or leaf sight assembly. MGs use the standard M-60 machine gun (or equivalent) with slings properly attached.

(3) Weapons Trigger Pull Standards. M-16 rifle trigger pull must be a minimum of 5 pounds. M-60 machine gun trigger pull must be a minimum of 6 pounds. M-203 grenade launcher trigger pull must be a minimum of 5 pounds. Trigger pull weight for other services or components weapons will be in accordance with their services or components published technical directives.

(a) Weapons must visibly lift the test weights off the weigh-in table. A weapon being checked will be given three opportunities to meet the requirement. Teams will have one opportunity to adjust or correct the trigger pull to meet the standard. If teams cannot make the adjustment, they may substitute with another weapon or allow Combat Arms range officials to make the necessary adjustments if possible. **NOTE:** Teams who opt to allow Combat Arms range officials to make adjustments will be assessed penalty points.

(b) Failure of a weapon to meet the established requirement will result in the weapon being disqualified from use during the event.

(4) Weapons Substitutions. Substitute weapons must meet the criteria in paragraph d.(3) above and be present with the team when they check-in at the event site. Additionally, a machine gun that malfunctions during zero fire may be substituted for if another machine gun is available. Weapons substitutions are not allowed once a team has completed zero fire.

(5) Sighting Aids. Blackening or whitening of rifle sights is not authorized.

(7) Ammunition. Requests to use substitute or special ammunition for the competition, other than indicated below, must be submitted in writing by the team captain NLT 60 days (30 Aug 2000) prior to the official start date for the competition.

- (a) Competitors use 5.56mm ball ammunition for rifles.
- (b) Competitors use linked 7.62mm ball ammunition for machine guns.
- (c) Competitors use cartridge, grenade, 40mm TP for grenade launchers.

7-2. Conducting the Competition. Teams must arrive at the event site ready to compete. Weapon and equipment checks will be conducted upon arrival at the event site.

a. Weapons Zero Fire. Zero fire for all weapons will be at the event site prior to competing in the event.

(1) 10 rounds of ammunition are available per rifle competitor.

(2) 40 rounds of ammunition are available (20 for the MG and 20 for the AG) for machine guns.

(3) 3 rounds of ammunition are available for grenadiers.

b. No practice rounds are allowed during the competition.

c. Machine guns will be employed in the bipod mode and MGs/AGs will engage targets using six to nine round bursts.

d. All competitors are accompanied by and will follow instructions of Combat Arms range officials.

e. Competitors will fire the course against the clock and once the event starts the clock will not stop.

f. A “combat loss” will result if a weapon becomes disabled or inoperative, a competitor sustains an injury preventing continuation, or equipment is lost by a competitor. The clock will not stop if a combat loss occurs. **NOTE:** A “combat loss” does not justify refiring any portion of the event.

(1) Competitors are responsible for taking immediate action to safely clear any weapon malfunctions and make repairs if necessary. The course of fire and clock will not stop while these actions are being taken. Weapons that cannot be repaired are a combat loss.

(2) Injuries preventing completion of the event are a “combat loss” and the injured competitor is prohibited from further participation in the event.

(3) Equipment lost during the event is a “combat loss” and will result in penalty points being assessed.

7-3. Scoring Procedures. Only designated competition officials will score targets. Teams are not allowed to inspect targets following the event or be present during the official target scoring.

a. Scoring.

(1) The highest total score (target hits) wins the event.

(2) Only the authorized maximum total number of hits per rifle target will be scored.

(3) Additional hits on any rifle target (more than number of exposures) will not be counted.

b. Assessment of Penalty Points. Penalty points will be subtracted from the overall score. Penalty points are assessed for the following reasons.

(1) Firing in an unsafe or non-tactical firing position (i.e., competitors must maintain good cover and concealment given the available terrain at the firing point). **NOTE:** The “piggy-back” position with the machine gun (the AG laying, or any part of their body, on top of the gunner) is not authorized.

(2) Firing less than a six-round burst or more than nine rounds per burst (machine gun only).

(3) Not possessing serviceable (operational) equipment required for this event or not having required equipment at the conclusion of the event (lost equipment).

(4) Failing to don protective mask, or non-tactical movement when required by the situation.

(5) Moving without weapon on safe or failing to follow safety rules.

(6) Teams who request assistance from Combat Arms range officials to make trigger pull adjustments.

c. Tie-breaker Determination. The following sequence determines the winner if there is a tie score.

(1) The team having highest total number of hits on a predetermined target (announced by the CCO prior to the event) set is the winner.

(2) In the event a tie score continues, the team having highest total number of hits on a second predetermined target (also announced by the CCO prior to the event) set is the winner.

(3) If the tie continues, the team having the least number of assessed penalty points is the winner.

7-4. Protests. Submit protests in accordance with paragraph 1-11.

7-5. Authorized Equipment. Use only USAF issued or previously approved equipment. Equipment for allied services must be agreed upon by HQ AFSFC in writing, NLT 60 days (30 Aug 2000) prior to the official start date for the competition.

a. Required Equipment for Competitors.

(1) Face camouflage.

(2) Helmet. A helmet will be worn by each competitor during the entire course of fire. Helmet covers will match uniforms worn.

(3) Flak Vest. A flak vest will be worn by each competitor during course of fire.

(4) Uniform. Battle dress uniform (woodland camouflage) or equivalent for other services/components and boots.

(5) Combat Equipment. Each competitor will have one web belt with harness (load bearing equipment/LBE or load bearing vest/LBV); two webbed/nylon ammo pouches (as a minimum); one canteen full of water (as a minimum); protective mask with shield and carrier. Knee and elbow pads **ARE NOT** authorized for use during the competition. Additionally, fire team leaders, AGs, and grenadiers must have six 30-round magazines.

(6) Ear Protectors or Plugs. The host base does not provide ear protectors or plugs. Teams must furnish their own hearing protection.

(7) Grenadiers. Shatter-proof goggles/glasses must be worn when firing the grenade launcher. HQ AFSFC provides these safety devices, or the shooters may use their own. **NOTE:** If competitors' eye protection does not give complete all around protection, they will be required to wear safety goggles provided by HQ AFSFC. Competition control officers are the final determining authority on eye protection.

b. **Optional Equipment:** Competitors may use binoculars. Additionally, goggles may be used for eye protection during adverse weather conditions.

7-6. Observer Restrictions. Spectators are allowed to and encouraged to come out and support their teams.

a. Spectators are permitted to observe the event from within the designated spectator area and will adhere to the following.

(1) Comply with course official's instructions at all times.

(2) Restrict their movement to ensure safety during live weapons fire.

(3) Not observe another team competing in the event until their team has completed the course of fire. **NOTE:** Doing so constitutes a violation of rules and will be grounds for their team's disqualification from the event.

(4) Not yell or otherwise indicate target information to the competitors. **NOTE:** Confirmation by course officials that a team received assistance from observers will result in disqualification from the event.

b. **Photographs and Videos.** Spectators may take pictures and make videos while their team is competing. Anyone wishing to do so must coordinate this with the event competition control officers prior to their team starting the competition. **NOTE:** Any photographs or videos spectators have made may not be used in protest proceedings as they are considered unofficial.

Chapter 8

BASE RESPONSE COMPETITION

8-1. Details of the Competition.

- a. A maximum of four persons (2 two-person teams) could participate in the event.
- b. Teams should be prepared to handle any type of base response intruder scenarios such as; base entry point (vehicle checkpoint), flight line security, or security of a compound.
- c. Competitors could expect to encounter hostage and/or shoot/no-shoot situations, apprehension or EPW situations.
- d. TASS may or may not be used. Competitors should be prepared to “operate” TASS, not set it in place.

8-2. Conducting the Competition.

- a. Weapons will be M-16s. Each member will be given two 30-round magazines loaded with blanks. Weapons are not to be loaded until instructed by the CCO.
- b. Team members must take no action to conceal or obstruct the MILES sensors. This includes placing the battery compartment on the head harness on the front of the helmet covering the sensors with clothing, ammunition belts, or anything else. Persons covering the sensors will be declared “killed.” The team is penalized if team members fire MILES-equipped rifles after their buzzer signals a “kill.”
- c. Officials will use MILES controller guns to assess “administrative kills” in instances where weapons would normally kill an opponent but natural barriers (i.e., vegetation or weather, etc.) hindered the proper operation of the MILES gear.
- d. Officials will check to ensure no team member has more than the authorized amount of blank ammunition at the beginning of each contest. **NO PERSON WILL HAVE LIVE AMMUNITION.**
- e. When team members are “killed,” they must lie in the prone position and cease all movement/communication until the end of the scenario. Officials may “recover” killed competitors.
- f. Each team will have a specific amount of time to complete the event.

g. Each team member should be extremely familiar with the Use of Force Model, AFI 31-207. (Allied teams will use their appropriate model and shall provide a copy of their directives to HQ AFSFC/SFO by 1 Sept 2000.)

h. Physical contact may be necessary to handle the situation, the competitor should maintain control, but not cause actual physical harm to the subject(s)/suspect(s). If a competitor wishes to engage painful physical compliance techniques at any time during the event, they shall declare their intent to the event official. The competitor will state (in a loud manner), "Pain Compliance has been used on this individual by the following method _____". Ensure you inform the official **AND** that the official acknowledges your declaration of increased Use of Force before proceeding. The official will not give you instructions. The subject(s)/suspect(s) **WILL** comply to your stated Use of Force declarations when acknowledged by an official. **ANYONE**, including the competitors, subject(s)/suspect(s), may stop/pause the event at any time for a safety hazard.

i. Weapons will not be fired closer than 25 feet to individuals. Within this range competitors will state (in a loud manner), "Close kill". The officials will use the "God gun" to announce the MILES. The opinion of the official to accept a "close kill" declaration is final.

j. Only competitors and event officials are allowed on or in the marked area of the event.

8-3. Scoring Procedures.

a. Teams receive points for proper application of the Use of Force Model.

b. Penalty points will be assessed for penetration(s) of the resource, excessive application of the Use of Force Model, lack of team coordination/communication, inability to control the situation, unsuccessful weapons search(s) or unprofessional behavior.

c. The team with the highest total score wins the competition. Total score is comprised of the raw score less any penalty points.

8-4. Protests. Protests are permitted in accordance with paragraph 1-11.

8-5. Authorized Equipment.

a. Restrictions. Devices and equipment not mentioned in this brochure or are contrary to the spirit of the rules are prohibited. Officials and/or the CCO will examine each member's equipment.

b. One set of handcuffs with key, one flexcuff, and one cravat (blindfold for EPW situation if needed) per member. One wire cutter per team (to cut flexcuffs if used).

c. Weapons. If not already in possession, teams will pick up their weapons at the Camp Bullis armory, bring them to the event, and return them to the Camp Bullis armory.

8-6. Observer Restrictions.

a. Team members and/or representatives are not permitted to observe other teams competing until their team has completed this event.

b. Public affairs personnel and the Defender Challenge staff are allowed to talk to team members and photograph or film at the discretion of the team captain, team members, and CCO.

c. Observation of this event is unlimited and encouraged. Still photographs and videos are permitted; however, they are unofficial, and the rules committee will not use them to assist with resolving protests.

d. All observers will follow the instructions of the CCO and event officials concerning movement in and around the event area.

Chapter 9

LOGISTICS

9-1. Overview. This chapter provides information on logistics support procedures and requirements. Teams will be briefed on CCC location and provided maps, and signs will be posted along the route to and from the building.

9-2. Arrival/Departure.

a. It is the responsibility of each participating MAJCOM or sponsoring organization to arrange travel itineraries for their competitors. Teams have the option to use the San Antonio International Airport or drive to Lackland AFB for the competition. If flying to San Antonio, HQ AFSFC will provide ground transportation for weapons and other cargo from the airport or Lackland AFB TMO to the competition armory. Teams must provide HQ AFSFC with accurate arrival information to expedite transportation requirements **NLT 5 Oct 2000**. We will address any other special arrival needs upon request. When moving weapons as checked baggage or if shipping as freight (i.e., cargo), refer to paragraph 2-3.

b. We need certain pre-departure information to facilitate a timely and smooth departure of all team members, weapons, and cargo. We will collect transportation, weapons escort, and LOGAIR requirements **NLT the second day** of the competition to make the necessary air arrangements. HQ AFSFC logistics staff will make all LOGAIR arrangements for teams requiring shipments. Each MAJCOM or sponsoring organization must provide a single point of contact (POC) to work with the logistics staff concerning weapons shipments. All team weapons will be shipped to a single location as determined by the POC. The POC must provide accurate fund cite and proper serial numbers for all weapons shipped in order to facilitate the return of the weapons to the participating MAJCOM or sponsoring organization.

c. Teams must not pack hazardous materials, including cleaning solvents, oily rags, etc., in weapons crates to be shipped. Remove all such unauthorized materials prior to shipment.

d. To facilitate emergency contacts and messaging, team captains will provide a correct billeting list for their team and officially sponsored guests **NLT the second day** of the competition.

9-3. Rental Cars.

a. Rental vehicle reservations must be made by each participating MAJCOM or sponsoring organization. HQ AFSFC will assist overseas and allied service teams upon

written request. Such requests must be received NLT 60 (30 Aug 2000) days before the start of the competition. Rental car turn-in will be the responsibility of each team.

b. Rental vehicles can be refueled at any off-base authorized commercial service station. Off-base fuel purchases are reimbursable and should be claimed on travel orders.

9-4. Nonavailability of Meals. Due to the unique competition requirements, competitors may not have access to base dining facilities for three meals per day. The new proportional per diem rate will be prescribed on TDY orders.

9-5. Servicing Travel Agents. SATO Travel, a small business enterprise, serves Lackland AFB. Visitors to the base will need to contact their airline directly or go through their travel agency to make itinerary changes.

Chapter 10

MASTER LIST OF TROPHIES, PLAQUES, MEDALLIONS, AND AWARDS

10-1. General. The competition recognizes excellence in both team and individual skills.

10-2. Team Event Trophies and Plaques. Teams will be recognized for the following events. Team trophies presented on stage must be returned to the Deputy for Finance following the photo session; however, winners retain individual plaques and medallions.

- a. Physical Fitness competition. First, second, and third place teams receive awards.
- b. Combat Rifle competition. First, second, and third place teams receive awards.
- c. Sadler Cup competition. The first place team receives the Sadler Cup. Second and third place teams receive awards.
- d. Handgun competition. First place team receives the Coleman Cup. Second and third place teams receive awards.
- e. Machine Gun competition. First, second, and third place teams receive awards.
- f. Grenade Launcher competition. First, second, and third place teams receive awards.
- g. Combat Weapons combined score. First, second, and third place teams receive awards.
- h. Base Response Competition. First, second, and third place teams receive awards.

10-3. Individual Event Trophies and Plaques. Individuals will be recognized for the following events. Winners retain plaques and medallions.

The Chief's Challenge competition. First, second, and third place winners receive awards.

10-4. Special Awards

- a. Chief's Award is presented to the team that best demonstrates unity of effort and outstanding esprit de corps.
- b. The Chief Master Sergeant of the Air Force Award is presented to the outstanding enlisted competitor.

c. Commandant-General's Award is sponsored by the Royal Air Force Regiment and is presented to the USAF Security Forces Officer or NCO demonstrating outstanding leadership throughout the competition.

d. Marksmanship Award identifies the team with the best overall marksmanship scores. The winner is determined by adding the final team placement for all marksmanship events with the M-16 accounting for 40 percent, the handgun accounting for 30 percent, and the M-203 and M-60 accounting for 15 percent each. The team with the lowest score is the winner.

e. Captain Cletus M. Cheng Memorial Trophy is sponsored by the Canadian Air Forces Air Command. This traveling trophy is presented in memory of Captain Cheng to the team winning the Fitness Challenge Event.

10-5. Presentation of Trophies, Plaques, and Awards. All trophies, plaques, and awards are presented at the Awards Ceremony following the competition.