

# DEFENDER CHALLENGE 2003



## 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 the conduct, evaluations and scoring of Defender Challenge 2003 events and define suspense requirements.

**1-2. Competition Location and Dates.** Camp Bullis, Texas. Dates are 9 Oct 2003 through 16 Oct 2003, with the 8th and 17th being travel days. Host: HQ Air Force Security Forces Center (AFSFC).

**1-3. Team Arrival Times and Competitors Welcome Briefing.** Teams should arrive between 0800-1800, 8 Oct 03. HQ AFSFC will make every effort to ensure teams are met at the airport. Refer to Chapter 7, Logistics, for additional reporting instructions.

a. All weapons will be stored in an armory at Camp Bullis (IAAFA Armory, Bldg 5160). Teams must go to Camp Bullis to store their weapons in the armory before going anywhere else. Each team will transport their weapons from the point of arrival to Defender Challenge the armory. Teams should provide armed escort for their weapons while in transit, IAW AFI 31-101. Guard weapons and ammunition will be stored in the Defender Challenge armory. Refer to Chapter 7, Logistics for specific weapons instructions.

b. The welcome/safety briefing is mandatory for **ALL TEAM MEMBERS** and will take place at 1000, 9 Oct 03, Camp Bullis Theater. Immediately following the welcome briefing, the initial Team Captain's Meeting will be held, which includes a windshield tour of the competition event sites. Dress accordingly (foul weather gear, etc.). The welcome/safety briefing will take approximately two hours and the Team Captain's meeting should not last more than one hour.

**1-4. Team Preparations/Training. No team training will take place prior to 15 Sep 2003 at the MAJCOM team training sites. A team that trains prior to this date will be disqualified from all events.**

**1-5. Overview of the Events.** This year's competition has been scaled back due to current world events and ops tempo in the Security Forces career field. The competition has only four events, Sadler Cup, Combat Weapons, Warrior Challenge, and Handgun. The Warrior Challenge is a fitness event culminating with the immediate start of the Handgun event. We have significantly shortened the time home units will be without their competitors by eliminating MAJCOM-level competition and decreasing the actual Defender Challenge competition to five days. Focus is leadership, teamwork and basic skills. Team composition is 10 primary competitors and one additional member serving as an alternate. No other team members or participants are authorized. Each major command (MAJCOM), with one exception, will field a team. A combined team will be

formed from the 11th Wing, the United States Air Force Academy (USAFA), and the Air Force Special Ops Command (AFSOC). Additionally, teams from the UK, Canada, DOE, and the Army have been invited.

a. Team Events:

- (1) Sadler Cup (Tactics event named in honor of Maj Gen Thomas Sadler)
- (2) Combat Weapons
- (3) Warrior Challenge
- (4) Handgun.

NOTE 1: Coleman Cup will be awarded to the team with the best overall weapons performance, including the handgun.

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

b. A drawing to determine Team numbers was held at the SF Executive Council in August 2003. These team numbers dictate the competition schedule during the week. Team numbers are as follows:

Team Number	Team	Team Number	Team	Team Number	Team
1	CFAC	7	ACC	11	AETC
2	AMC	6	Combined Team	12	ANG
3	DOE	8	AFSPC	13	AFMC
4	USAFE	9	RAF-R	14	US Army
5	AFRC	10	PACAF		

**1-6. Eligibility Criteria.**

a. Each USAF MAJCOM, DOE, US Army, Combined Team and Allied Countries may send one team to compete. 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. All teams will compete in every event.

c. Participation limitations in a career (does not apply to allied teams and DOE):

(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, ANG, AFSOC, 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 in a career. (AFRC, ANG, AFSOC, USAFA, and 11th Wing may have three appearances as a coach in a career.)

(6) DoD Civilians may not compete more than 5 times in a career and coach more than twice.

NOTE: If an individual has been selected for promotion, but will not achieve the new rank before the competition start date (10 Oct 03), do not consider the line number in determining the individual's rank for competition purposes. (i.e., MSgt select is a TSgt.)

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 other U.S. Departments and allied nations and determines the eligibility of those competitors.

**1-7. Team Composition.** Full teams consist of 10 competitors (1 squad leader and three, 3-person fire teams) plus one alternate. The team captain and team S-4 will be one of the 11 identified personnel. MAJCOM staff personnel may compete as team members. The senior ranking competitor will perform the duties as the Squad Leader.

a. Each team must include at least three personnel with four years or less of Time In Service (TIS) as of **1 Oct 03**. Time spent in other services counts as TIS. This rule does not apply to personnel from AFRC, ANG, AFSOC, USAFA, 11th Wing, DOE, or Allied Nations.

b. Each team may have one competitor who is either a senior NCO or an officer. If the officer has less than four years TIS, that officer may fill one of the "under four" TIS positions stated in paragraph 1-7a.

c. The alternate competitor may replace a primary team member by notifying the Competition Control Officer (CCO) of an event before the start. 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, their attendance does not constitute a year of participation under paragraph 1-6c. Once the alternate has replaced a primary team member, further losses of primary members will result in the team competing without replacements. Team alternates will receive medals for team events.

d. The initial Team Captains' Meeting (which immediately follows the Competitors Welcome/Safety Briefing on 9 Oct 03) is the last opportunity to declare changes in individual participation by submittal of primary/alternate competitor team roster.

#### **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. US military team captains will be provided Hometown News Release forms, DD Form 2266, for each team member. Completed forms are due to the Public Affairs representative NLT the end of the second day of competition.

b. Cooperate with competition officials to promote safety, efficiency, and good sportsmanship. Keep team members/representatives away from identified off-limit competition areas. The first team captain meeting will reinforce off-limit areas and practice sessions. Prohibited actions include: uncoordinated use of ranges (local police rifle/handgun ranges, etc.), and use of local ranges in the San Antonio area. You may practice only on designated ranges/courses.

c. Maintain team discipline. All personnel will promote high standards of conduct and professionalism. Incidents considered inappropriate are taking team mascots, national flags or competition property. We encourage team spirit at events; however, team captains must ensure team members always maintain the highest standards. Body painting (except camouflage when required) and unauthorized uniform wear are not considered professional and will not be accepted. Respect other team's rest time in billeting by keeping noise levels to a minimum.

d. Make proper and timely declarations of team composition. (Permanent replacement of a primary member with the alternate.)

e. Meet and arrange transportation for visiting guests from your command.

f. 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 Center (CCC).

g. Present any protests or challenges IAW paragraph 1-11.

h. Ensure safety and security of all weapons and equipment. Ensure arrangements for transporting weapons to the designated armory upon arrival and having weapons inspected for proper trigger pull and functionality.

i. Arrange and coordinate all return travel and departure requirements to include weapons and equipment with the DC deputy for logistics.

j. Ensure competitors report to proper locations at the proper times.

k. Maintain and provide upon request, an official record of each member's total active federal military service date (TAFMSD).

l. Meet with your AFSFC sponsor immediately upon arrival. Ensure you attend all team captain meetings as identified in the Team Captain Book.

### **1-9. Uniform and Clothing Requirements.**

a. DC Events:

(1) For competition events, teams will wear the woodland camouflage battle dress uniform (BDU). DOE, US Army and Allied Service teams will wear an equivalent uniform.

(2) Civilian participants wear attire appropriate for rough, hilly terrain.

(3) Teams are only authorized to wear a boot sold for uniform wear in an 'Air Force' military clothing sales store. These include the High Tec and Corcoran 'Mach' hot weather boot. Allied teams, US Army and DOE are authorized an equivalent boot.

(4) Teams are only authorized to wear "military issue" gloves.

(5) Team members bring and wear the following headgear: BDU soft cap, beret, and helmet. Helmets will be the Kevlar-style with BDU woodland cover. DOE, US Army and Allied Teams will bring and wear their equivalent, issued headgear.

(6) Regardless of uniform choice, all members of the same team will wear the same uniform for standardization (civilian competitors are the only exception).

(7) Team members cannot mix their military uniforms with their distinctive team jackets, shirts or caps. Distinctive team jackets, shirts or caps must be worn with civilian attire and are encouraged during the Meet & Greet and the Awards Reception.

(8) Team members must wear camouflage makeup during all competitions.

b. Wear BDUs for the Competitors Event Briefing, opening and closing award ceremonies. Competitors should wear appropriate casual civilian wear for social events. Suggest equivalent attire for civilian guests. Members of other services, DOE or nations will wear an equivalent uniform.

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

d. 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 (and similarly appropriate items for visitors):

- (1) Thermal underwear.
- (2) Foul weather gear.
- (3) Sunglasses.

### **1-10. Equipment and Weapons Requirements**

a. All team members must bring the equipment listed in Attachment 2.

b. Teams will report to the Sadler Cup and Combat Weapons events with their assigned squad weapon (M4, M249, or M240B). Teams will report to the Warrior Challenge with their M9. Team Captains are responsible for ensuring competitors report with required weapons and equipment. Teams reporting without required equipment and weapons are subject to disqualification. Teams are required to report for each event with the below listed equipment:

(1) Sadler Cup: LBE or LBV, web belt, ammo pouches, gas mask, helmet, body armor, blank firing adapter and canteens.

(2) Combat Weapons: LBE or LBV, web belt, ammo pouches, gas mask, helmet, body armor and canteens.

(3) Warrior Challenge & Handgun: LBE or LBV, web belt, ammo pouches, gas mask, patrol cap, M9 holster, M9 ammo pouches, and canteens (body armor not required).

c. M203s will be provided by the competition cadre and prepositioned. Grenadiers will be given three rounds of 40mm TP for 'zero' prior to firing for score.

d. All ammunition (blank and live) will be provided by the competition cadre and prepositioned.

### **1-11. Protests.**

a. Teams may formally protest, to the event CCO or the Rules Committee, via their team captain any incident that has:

(1) Adversely affected their score. However, a team which must compete with less than a full complement of personnel/equipment due to injury/combat loss or "admin

kills,” or a team that fails to complete an event with the minimum required number of personnel, may not cite the lack of personnel/equipment as the basis for any protest.

(2) Given an unfair advantage to another team or competitor, which consequently improved the score of the other team or individual competitor.

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

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

d. In shooting events, do not protest to range officials the following violations:

(1) Firing early or late shots.

(2) Firing from an improper position.

(3) Range safety violation ruling.

e. Procedures for Protests. Initiate protests within 30 minutes of the incident. Use the Defender Challenge Protest Form (Attachment 1). Adhere to the following to preclude voiding the protest:

(1) Team members convey protests to team captain who reports it to the CCO or ACCO within 30 minutes of the end of the event. Competitors deal directly with CCO or ACCO only when the team captain is not available.

(2) If not satisfied with the CCO or ACCO ruling, the team captain may formally protest in writing to the DC Director or Deputy Director within two hours of the event. Use the Protest Form at Attachment 1.

(3) The DC Director or Deputy Director 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 that could affect competition results, the following applies:

(1) Teams will pre-announce 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 only to team captains, command representatives and escorted guests.

(3) Visitors are restricted from weapons, ammo and equipment storage areas.

b. The HQ AFSFC public affairs representative establishes separate rules concerning official 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, MAJCOM, DOE, US Army or allied service representatives or SF Directors may not observe another team competing in an event until their own team has completed the event. However, if the competing team captain asks an observer to leave, the observer 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.

#### **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, “One or two government meals are available and directed (proportional per diem).”

NOTE: When weapons are moved 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 31-101, *The Air Force Installation Security 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 in San Antonio on the date 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. Submit request for exceptions in writing to DC Director or Deputy Director.

d. HQ AFSFC will request combat arms support personnel and provide their reporting instructions in a message. They will report to Lackland AFB NLT 1 Oct 03 and be ready for duty to support course set-up and validation. These personnel may not come from MAJCOM team trainer(s). HQ AFSFC will fund this support.

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

a. Event Registration Message. By 26 Sep 03, send a message to: HQ AFSFC LACKLAND AFB TX//CCE// announcing registration for the competition. Send information copies to: 37 TRW LACKLAND AFB TX//XP//SV//PA. Use the following format:

(1) Subject: "Team Registration for DC 2003"

(2) Paragraph 1 will include any remarks and the name, e-mail and phone (both commercial and DSN) of MAJCOM, DOE, US Army and allied service project officers.

(3) Paragraph 2: Team Information:

(a) Individual's name (Last, First, MI).

(b) Indicate male or female.

(c) SSN (last four).

(d) Rank (indicate if selected for next rank).

(e) Date of rank.

(f) Position (competitor, alternate, team captain).

(g) Unit and base of assignment (competitors and alternates only).

(h) Prior competition experience (list by event, year and position)

(i) 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."

(j) Departure information (same as paragraph 2-4a (3) (1) and NOTE).

(k) Hometown and state/country (competitors and alternates only).

NOTE: Timing is critical to ensure a successful competition, logistics, and administrative support. Suspense dates must not be missed.

b. Official and Distinguished Visitors. Each USAF team, DOE, US Army and allied service fielding a team is responsible for notifying HQ AFSFC/CCE of expected Distinguished Visitors. Distinguished visitors are considered group commanders (O-6) and above, with special emphasis to any general officer or foreign officer equivalent.

MAJCOM-level Command Chief Master Sergeants are also considered Distinguished Visitors. We will attempt to provide official and distinguished visitors with on-base billeting, when requested. Please provide HQ AFSFC/CCE, via message by 17 Sep 03, the following information for each official and distinguished 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) Indicate will/will not attend the following:
  - (a) Meet and greet (fee charged).
  - (b) Opening ceremony.
  - (c) Awards ceremony.
  - (d) Awards reception (fee charged).

**NOTE: Persons billeted off base that plan to check in after 1800: all hotels require a credit card number to hold reservations for late arrivals. Call the hotel directly or contact billeting.**

c. Send changes to team composition, official visitors or arrival/departure immediately to HQ AFSFC/CCE, 1517 Billy Mitchell Blvd, Lackland AFB TX 78236-0199. POC is Maj Sotomayor, DSN: 945-7506, Commercial (210) 925-7506, E-mail [alexis.sotomayor@lackland.af.mil] or MSgt Clement, DSN: 945-7016, Commercial (210) 925-7016, E-mail [kyle.clement@lackland.af.mil].

## Chapter 3

### SADLER CUP COMPETITION

**3-1. Details of the Competition.** The 2003 Sadler Cup Competition is a force-on-force concept development exercise for the 10-Person SF Transformation Squad. Weapons system evolution, squad and team organization and Network-Centric Operations are the supporting concepts. Additionally, squads will be given an opportunity to use modeling and simulation technology prior to the actual event.

a. The scenario will involve each team forming a 10-Person, SF Transformation Squad tasked to perform security operations in support of expeditionary Integrated Base Defense operations at a deployed operating base.

b. A comparative analysis will be done between the 13-person legacy squad (QFEB2) and the 10-person SF Transformation Squad; including optical sights verses iron sights, and traditional communications verses Network-Centric Operations. Tools used for assessment will be MILES 2000, Digital Force Tracking, Structured Individual and Leader Feedback. Task evaluation will include land navigation, reporting, command and control, rules of engagement, use of force, reaction to media, and use of available systems (Personal Role Radio (PRR), weapons system and squad and team configuration).

c. Basic tactics, techniques and procedures for the SF Transformation Squad will be provided to the MAJCOMs NLT 15 Sep 03.

### **3-2. Conducting the Competition.**

a. A Defender Challenge Operations Order will be posted on the HQ AFSFC website NLT 15 Sep 03. The day prior to participation in the Sadler Cup competition, squads will receive the Sadler Cup Operations Order detailing the squad's primary mission. The Sadler Cup Operations Order will be issued at the Air Force Force Protection Battlelab (AFFPBL) at the beginning of a two-hour period scheduled for each squad. The AFFPBL is collocated with the AFSFC on Lackland AFB. During the two-hour period, the squad will have the opportunity to use advanced technology to virtually interact with the squad mission area. The AFFPBL modeling and simulation personnel will issue instructions as to how to best use the technology to orient and rehearse operations. The squad will receive additional briefings the day of the competition and be given Fragmentary Orders for specific missions during the execution of the Sadler Cup competition.

b. Squad 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 squad is penalized if squad 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 squad member has more than the authorized amount of blank ammunition. **NO PERSON WILL HAVE LIVE AMMUNITION.**

e. If “killed,” members must lie in a prone position, remove their ballistic helmet and immediately cease all movement and/or communication until the scenario ends. Officials may “recover” killed competitors.

f. Sadler Cup competitors will use the SF Transformation Squad configuration. Each member of the squad will have a PRR. The Squad Leader and Team Leaders PRR will have an AN/PRC-148 MBTR. The following is the weapons and squad configuration:

Squad Leader - M4 Carbine w/M68 Close Combat Optic (CCO)

Fire Team A:

Team Leader - M4 Carbine w/M68 CCO

Second Member - M249 w/M-145 Machine Gun Optic (MGO)

Third Member - M4 Carbine w/M68 CCO

Fire Team B:

Team Leader - M4 Carbine w/M68 CCO

Second Member - M249 w/M-145 MGO

Third Member - M4 Carbine w/M68 CCO

Maneuver Support Team:

Team Leader - M4 Carbine w/x 4 Designated Marksman Optic

Second Member - M240B w/M-145 MGO

Third Member - M4 Carbine w/M68 CCO (Assistant Gunner)

g. Squads must provide their own weapons and blank adapters. Weapons will be in the “standard issue” configuration (no special modifications). Squads will also bring their own optics. MAJCOMs sponsoring allied or sister service teams must be able to provide all weapons and optics for sponsored teams. Blank adapters will remain on the weapons at all times during the Sadler Cup competition. Do not fire weapons toward any person at a distance less than 20 feet. Violations of these rules will result in assessment of penalty points and/or administrative kill.

h. Squad members are encouraged to use any natural cover. Off limits/out-of-bounds areas will be appropriately briefed or marked.

### **3-3. Scoring Procedures.**

a. The highest squad score wins the competition. There will be no “play-offs” in the case of a tie. See Chapter 8 for information concerning trophies, plaques and award presentations.

b. The categories of points awarded are; mission performance, mission accomplishment and command and control.

c. Ties are broken by the following standards:

(1) The squad with the highest bonus point total will win.

(2) If a tie still exists, the squad 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.

### **3-4. Protests.**

a. Protest guidelines are listed in paragraph 1-11. The following additional guidelines apply:

(1) Malfunctions of MILES, radios or weapons occurring during the competition cannot be protested. Members 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.

(4) Weather conditions cannot be protested.

b. Procedures for protests:

(1) Members must convey their protests to their team captain prior to departing the Sadler Cup event’s site. Team captains must convey all protest to the Sadler Cup ACCO or CCO within 30 minutes after ENDEX and prior to departure from the Sadler Cup event site. The member may bring the protest circumstances to the immediate attention of a controller in the field during the competition; however, this does not relieve the member of the responsibility to inform the team captain.

(2) If a team captain is not satisfied with the ruling from the Sadler Cup ACCO or CCO they may register a written protest to the Defender Challenge Director or Deputy Director. The team captain must follow protest procedures as outlined in paragraph 1-11. Written protest will be routed through the Sadler Cup CCO to the Defender Challenge Director or Deputy Director.

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

### **3-5. Required 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 member's equipment and apparel. **The team captain must submit a description of non-standard or questionable equipment and apparel to HQ AFSFC for official inspection and written approval NLT 30 days before the start of the competition.** After that time, questionable equipment and apparel will not be considered.

b. The Sadler Cup staff issues each squad MILES equipment, which the members must properly attach. The equipment consists of a transmitter and body/head sensors. Officials will attach the MILES transmitters and may assist squad members in attaching head sensors and body sensors MILES equipment, if needed. Prior to leaving the Sadler Cup issue area, all MILES gear will be inspected and competitors will have the opportunity to "zero" the transmitters.

c. Required equipment for squads and individuals.

(1) Kevlar helmet w/camouflage cover.

(2) Tactical Body Armor with front and back "Level III" plates.

(3) Protective mask with filter and carrying case--MCU/2P or as approved for non-USAF teams.

(4) Individual equipment belt.

(5) Load bearing equipment (LBE) or tactical load bearing vest. (Caution - MILES 2000 may hinder proper use of tactical load bearing vest).

(6) Two M16 ammunition pouches. (Not required with tactical load bearing vest and not needed by the M240B and M249 gunners).

(7) Canteens--one 2-quart or two 1-quart canteens filled with water. Camelbacks (water back packs) may be used, however, the 2 quarts of water requirement must be met and the camelback fitted so that it cannot interfere with the MILES operation.

(8) Canteen covers for each required canteen.

(9) Lensatic compass and case.

(10) Military Map Protractor capable of reading a 1:50,000-scale map

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

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

(13) One gortex or field jacket (woodland pattern) and gortex pants (weather dependent, team leader makes determination if team brings on mission).

(14) One liner, gortex or field jacket (weather dependent, team leader makes determination if team brings on mission.)

(15) Camouflage sticks or equivalent.

(16) One pair standard issue work gloves.

(17) One patrol cap (camouflage or OD). Must fit under helmet.

(18) One extra set flash light batteries.

(19) Binoculars (minimum two per squad)

d. Equipment issued by competition cadre.

(1) Three AN/PRC 148 MBTR tactical radios, complete with antenna, lapel microphone and web pouch for mounting on LBE (teams will be briefed by Sadler Cup controllers on the essential operation of the radio - limited to primary and alternate frequency selection and press to talk functions).

(2) 10 UK/PRC 343 Personal Role Radios kits.

(3) Competition cadre will issue all blank ammunition and magazines. Squads **WILL NOT** report to the competition with their own magazines.

**3-6. Observer Restrictions.** Visitors to the Sadler Cup competition site **MUST BE LIMITED** to 10 personnel. Up to two visitors (chosen by the team captain) may hear/accompany the squad through their pre-mission phase. Squads may be disqualified if competition officials confirm that squads received assistance from visitors/observers. Only the squad 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. **VISITORS/OBSERVERS ARE RESTRICTED FROM YELLING INFORMATION TO THE COMPETITORS AND WILL AVOID DISTRACTING SQUAD MEMBERS DURING THE COMPETITION.**

## Chapter 4

### COMBAT WEAPONS COMPETITION

**4-1. Details of the Competition.** One, 10-person squad will compete in a selective target engagement course designed to identify the squad with the most skilled and disciplined shooters. Teamwork, leadership and core skills are emphasized. Each squad will consist of six members with M4 carbines equipped with M68 CCO, one person with an M4 equipped with an Advanced Combat Optics Gun Sight (ACOG) (designated marksman), two members with M249 automatic rifles equipped with M145 MGOs and one member with an M240B machine gun equipped with an M145 MGO. Upon completion of the selective target engagement course, the squad will be transported to the M203 firing range. The three members of the squad, identified as the grenadiers, will complete an M203 course of fire.

a. Scoring.

(1) All weapons will be scored individually and shooters will compete for individual honors against all other competitors firing the same weapon.

(a) Rifleman (M4 with M68)

(b) Designated Marksman (M4 with ACOG)

(c) Automatic Rifle (M249)

(d) Machine Gun (M240B)

(e) Grenadier (M203)

(2) A team score, based on a formula derived from “targets hit” by all weapons, will be combined with the team handgun score to determine the winner of the Coleman Cup.

(3) All M4 scores (including the designated marksman) will be added together and determine the winner of the Combat Rifle.

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

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

(a) Firing in an unsafe or non-tactical firing position (i.e., members must maintain good cover and concealment given the available terrain at the firing point).

(b) Firing less than three or more than five rounds per burst with the M249 or less than six or more than nine rounds per burst with the M240B.

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

(d) Failing to properly don protective mask or non-tactical movement when tactical movement is required by the situation.

(e) Moving without weapon on “safe” or failing to follow safety rules.

(6) Tie-breaker Determination. The following sequence determines the winner if there is a tied score:

(a) Individual Competition. The shooter having highest total number of hits on a predetermined target set is the winner. If there is still a tie, the number of hits on a second predetermined target set is the winner. This process will continue through a predetermined list of targets until a winner is selected.

(b) Squad Competition. M240B Machine Gun scores will be compared and the winner selected on the best machine gun score. If there is still a tie, the M249 scores will be compared in similar manner. The M203 scores will be compared, if necessary as a tertiary option. Should the tie remain after the heavy weapons comparison, the remaining rounds for the M249 and M240 will be compared and the winner selected based on the greatest number (ammunition conservation) of rounds remaining.

b. Target Description.

(1) All rifle targets are Mil “E” pop-up silhouette targets with timed exposures. They are “knock down” targets (fall when hit) and are electronically controlled. Scoring of specific targets may be done either electronically or manually.

(2) M249 targets could be single silhouettes or multiple silhouettes configured in wedge, linear or linear w/depth formations in groups of three-to-five targets.

(3) M240B targets could be single personnel silhouettes, multiple personnel silhouettes and/or vehicle silhouettes.

(4) M4 targets will appear as single silhouettes.

(5) M203 targets are prefabricated vehicle/personnel silhouettes scored manually by proximity to target.

c. Course Description. In addition to putting steel on target, squads will be tested on weapons familiarization. Squads will also be required to move tactically from the weapons assembly point to the firing line whereupon targets will be engaged as they

appear. Squad members must be prepared to don their gas masks at any time throughout the course.

d. Restrictions. Devices and equipment that facilitate shooting, not mentioned in this brochure and 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 NLT 30 days prior to the official start date for the competition.

(1) Shooting Glasses. Not authorized.

(2) Weapons Standards. Squad leaders and members will use only the M4 carbine without modification or bipod. M249 gunners will use the standard slings approved for the weapon and the bipod. M240B gunners will use standard equipment and are authorized use of the bipod.

(3) All weapons are subject to inspection to ensure they meet T.O. requirements.

(4) Zero fire will not be permitted for any weapon except the M203. M203s with day/night sights will be provided and competitors will receive an opportunity to zero immediately prior to the event.

(5) Ammunition. All ammunition and magazines will be supplied by the competition cadre.

**4-2 Conducting the Competition.** Squads must arrive at the designated staging area ready to compete. Weapon and equipment checks will be conducted immediately upon arrival at the designated staging area.

NOTE: Anyone, including competitors, CCO, ACCO or range officials may stop/pause the event at any time for a safety hazard.

a. No practice rounds are allowed during the competition.

b. M249s will be employed in the bipod mode and gunners will engage targets using three-to-five round bursts.

c. M240Bs will be employed in the bipod mode and gunners 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. Once the event starts, the clock will not stop, unless safety demands a pause.

f. A “combat loss” will result if a weapon becomes inoperative (beyond ability of competitor to correct). The clock will not stop if a combat loss occurs unless safety related.

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. The course of fire and clock will not stop for these actions.**

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

(3) Lost equipment will result in penalty points being assessed.

**4-3. Protests.** Submit protests in accordance with paragraph 1-11.

**4-4. Required Equipment.** All squad members will report to the designated staging area with an LBE or LBV, web belt, ammo pouches (if applicable), gas mask (filter installed), helmet, body armor and canteens. Additional/clarified guidance is as follows:

- a. M249 and M240B gunners **MUST** bring their spare barrel kits.
- b. Members will report with all exposed skin camouflaged.
- c. The helmet will be worn during the entire event.
- d. Tactical Body Armor with front and back Level-III plates will be worn throughout the event.
- e. Knee and elbow pads **ARE** authorized for use during the competition IAW allowance standards.
- f. Ear Protectors or Plugs must be worn during live fire.

**4-5. Observer Restrictions.** Spectators are allowed and encouraged to come out and support their teams.

a. Spectators are permitted to observe the event from 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. Yellow police tape or similar marking device will be used to delineate the authorized area for spectators. Spectators are not authorized entry into the control tent at any time.

(3) Will not observe another squad competing in the event until their squad has completed the course of fire.

(4) Do not yell or otherwise indicate target information to the competitors.

NOTE: Confirmation by course officials that a squad received assistance from observers will result in penalty and/or disqualification from the event. The CCO will forward decision to DC Director.

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 squad starting the competition.

## Chapter 5

### WARRIOR CHALLENGE COMPETITION

**5-1. Details of the Competition.** One, 10-person squad will compete in a physically and mentally challenging event. The objective of the Warrior Challenge is to measure strength, endurance, agility, teamwork, leadership, problem solving and knowledge of core skills. This will be accomplished by moving quickly as a team, over a distance of approximately 1.5 miles, negotiating a series of physical obstacles and completing core skill tasks. Each team will compete in the transformation squad configuration to include transporting their assigned 'squad' weapons from start to finish. Additionally, because the Warrior Challenge ends at the start of the Handgun event, each team member must carry their M9 in a flapped holster throughout the Warrior Challenge.

a. Warrior Challenge is a "timed" event. The fastest time (with the fewest time penalties) determines the winner of the event.

(1) The time starts when the first squad member departs the start line and ends when the last squad member crosses the finish line.

(2) All 10 squad members must complete the Warrior Challenge. If a squad member is injured beyond their ability to continue, the team will be assessed a "time penalty" for each obstacle or skill the injured member cannot complete.

(3) Additional time penalties will be assessed for incorrect procedures or failure to complete skill tests.

b. Each team completes a 1.5-mile course that includes seven obstacles. Each squad member must negotiate each obstacle successfully according to the rules in this brochure. If rules are not adhered to, penalties will be assessed.

(1) Squad members who fall off an obstacle must re-attempt the obstacle until they are successful. Squad members who fall off an obstacle must return to the start point and remount the obstacle.

(2) All weapons and equipment must be carried through the obstacle course. Squad members are not allowed to leave weapons or equipment on the ground while they negotiate an obstacle. Squad members must start and finish the Warrior Challenge with their own equipment and weapons. Penalties will be assessed if equipment is left on the course.

(3) All squad resources can be utilized to ensure every member successfully negotiates each obstacle safely and correctly. Squad members may assist each other.

c. Immediately upon completion of the obstacle portion of the event, squads will transition to three, consecutive skill test stations that will evaluate core security forces

and airmen skills. Small unit integrity must be maintained during this phase of the competition. When squads arrive at the skill stations, they will break off into their fire teams for evaluation. Skill tests cannot begin until the squad leader gives the evaluator confirmation that all squad members are present. Squads cannot move to the next skill station until all members have completed their tasks and are ready to move.

d. Upon completion of the last skills test segment, the squad leader must assemble all squad members at the skill station departure point. At this point, squads will receive instructions to don and clear their gas masks and proceed to the Warrior Challenge finish line.

**NOTE: The first phase of the Handgun event is a timed phase. The start time of the Handgun event begins when the first member of the squad departs the last skill station departure point.**

e. If for some reason a squad member cannot complete the Warrior Challenge (injury, fatigue, etc.), he/she will be categorized a combat casualty. For reasons other than injury, **only the squad leader can declare a combat casualty**. Team members categorized as combat casualties cannot participate in the Handgun event.

## **5-2. Conducting the Competition.**

a. Team captains are responsible for assuring their squad is present at the designated staging area according to the schedule. Failure to report by the scheduled time is basis for disqualification from the competition.

b. Squads must stay on the designated path to complete the course. Squad members must complete each obstacle according to instructions.

(1) Portions of obstacle marked YELLOW, indicate an area that must be touched or indicate the start/finish of the obstacle. Squad members are otherwise unrestricted on how to complete the obstacle unless an additional ground rule applies to a specific obstacle.

(2) Additional ground rules are necessary for some obstacles because of safety considerations. The number of squad members allowed on an obstacle at the same time varies. When reduced numbers of squad member are allowed to be on the obstacle, the decision rests with squad leader as to the starting order.

(3) 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. The final portion of the Warrior Challenge consists of three skill challenges. A subject matter expert will evaluate each skill objectively. Skills and evaluation criteria will be taken from the Security Forces CFETP, *Career Field Education and Training*

*Plan* and AFMAN 10-100, *Airman's Manual*. Additionally the US Army's Soldier's Manual of Common Tasks (Skill level 1) may prove useful in preparing for the events. Any equipment required to complete the skills will be provided at the station.

(1) The first skill station will test basic **self-aid and buddy care** skills. Medical personnel will evaluate the tasks. Leadership, teamwork and knowledge of self-aid buddy care skills are required to successfully complete this station.

(2) The second skill station will evaluate proficiency with land navigation skills and the Global Positioning System, Precision Lightweight Ground Receiver (PLGR). Leadership, teamwork and knowledge of **land navigation and PLGR** functions are required to successfully complete this station.

(3) The third skill station will evaluate knowledge and skill with **Nuclear, Biological and Chemical (NBC) protection**. Knowledge of protection from and treatment of NBC events is required to successfully complete this station.

### **5-3. Scoring Procedures.**

a. When squads start and finish the competitions, the time is recorded. All squad members start at the same time. Time ends when the last squad member has crossed the finish line, which means individual time is not a consideration in scoring.

b. Each obstacle has at least one umpire for safety purposes and to evaluate squad member's negotiation of the obstacle. Each umpire has an obstacle scorecard. All squad members must negotiate each obstacle.

c. If a damaged obstacle or an injury interferes with or prevents an obstacle from being negotiated, the following will apply: course officials will stop all squad members. The squad will be restarted at a designated location at the entry point of the obstacle, after the obstacle has been declared safe. A designated competition official 'pacer' will time each squad's 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 squad starts the course. Squad members or other team/command personnel will not talk with the pacer or view the stopwatch during the time the squad is on the obstacle course.

d. Incorrect procedures or failure to complete tasks at the skill stations result in time penalties added to the team time.

**5-4. Protests.** Protests are not permitted if they involve judgment by an obstacle umpire. Decision of the umpire is final. Paragraph 1-11 identifies protest procedures.

**5-5. Required Equipment.** All squad members will report to the designated staging area with an LBE or LBV, web belt, two M9 ammo pouches, M9 holster, gas mask (filter

installed), patrol cap, canteens (full) and M9 handgun. Equipment will be inspected to ensure each member is properly equipped and prepared for the event.

a. The squad weapons (M4, M249 and M240B) will be issued by the competition cadre at the designated staging area. Spare barrel kits are **NOT** required during the Warrior Challenge.

b. Squads will bring their handguns to the designated staging area. Handguns must be secured in each squad member's flapped holster.

c. Knee and elbow pads **ARE** authorized for use during the competition IAW allowance standards.

d. Members may wear gloves when participating in the competition.

e. The Warrior Challenge will end at the Handgun event. Ear and eye protection are required for the handgun event. Both will be available if squad members do not bring their own. If team members bring their own eyewear, it must meet ANSI standard Z 87.1.

f. Devices or equipment that facilitate squad members' negotiation of obstacles or skills stations, 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.

g. Care must be taken to ensure weapons and equipment carried through the obstacle course do not become loose and injure the member or catch on part of the obstacle. Members are prohibited from wearing jewelry (watches, rings, necklaces, etc) that might catch on any part of an obstacle.

**5-6. Spectators.** Viewing areas are available around the course for spectators, guests, and other squad members to observe the competition. These personnel must remain outside the areas so marked. With the exception of news service personnel, only competitors are allowed on the course to include the parts used for starting and ending final running portions. 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 if their spectators attempt to pace or encourage competitors from any **non-approved area**.

**5-7. Practice Sessions.** Practice sessions are not permitted. The Warrior Challenge course is **off-limits** to all squads prior to their competition date and time.

## WARRIOR CHALLENGE

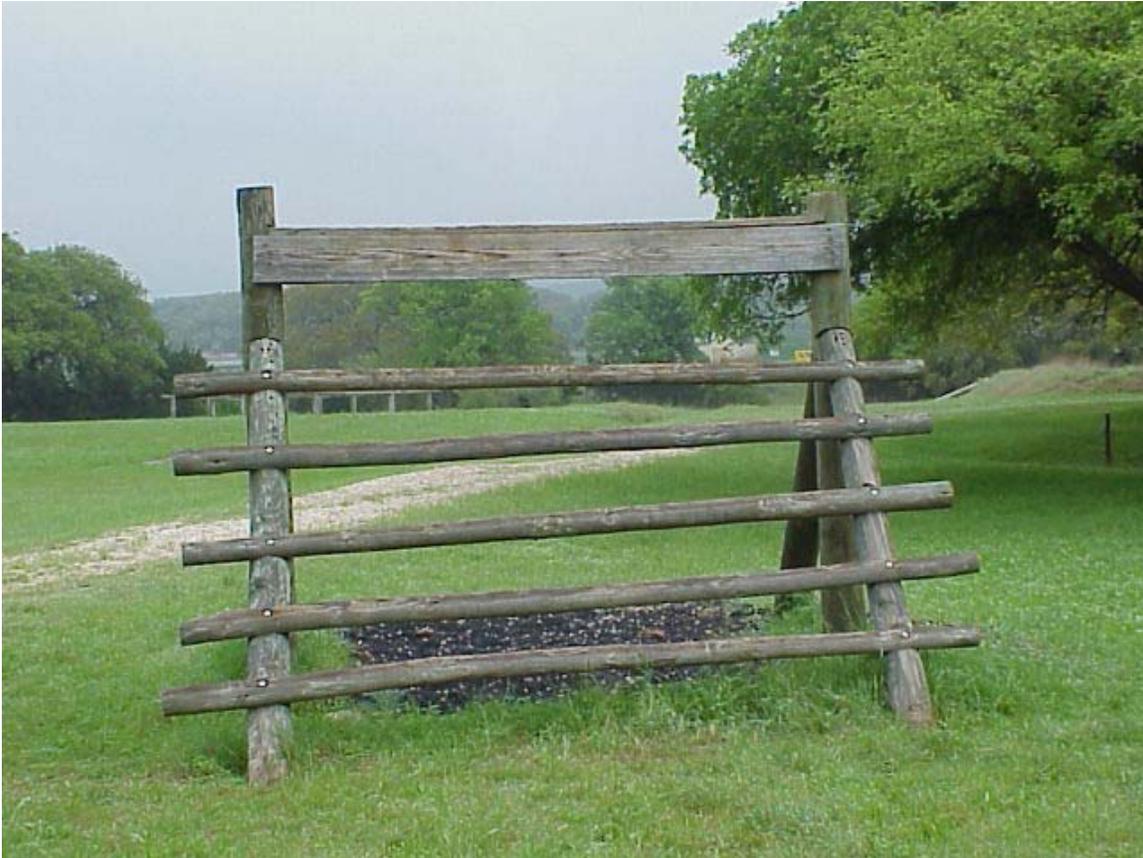
### OBSTACLE NO. 1 - LOG BALANCE WITH TARZAN



- 1. Completing the Obstacle.** The squad member must mount the lower log and walk or run the length of each log in succession until reaching the horizontal ladder without falling to the ground. Vertical supports may be touched with the feet for balance. Then, hanging by the hands, the squad 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 squad member must start the obstacle on the yellow marked portion of the first log and touch the last rung of the horizontal ladder before going to the next obstacle.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of squad members allowed on the obstacle at the same time. Members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the squad member does not keep his or her balance on the logs, 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 squad member.

## WARRIOR CHALLENGE

### OBSTACLE NO. 2 – UP & OVER



- 1. Completing the Obstacle.** The squad member must go up the ladder to the top platform and then **drop** safely to the ground on the other side.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The squad member must touch the bottom rung when starting this obstacle and drop from the top platform when finishing the obstacle.
- 4. Number Allowed on Obstacle.** No more than two squad members are allowed on the obstacle at the same time. Squad members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. When the squad member goes up the ladder, a foot could slip off a rung causing the squad member to become entangled and incur an injury. Furthermore, the squad member must safely drop off the top platform to the ground.

## WARRIOR CHALLENGE

### OBSTACLE NO. 3 - ISLAND HOPPER



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

## WARRIOR CHALLENGE

### OBSTACLE NO. 4 - THE WALL



- 1. Completing the Obstacle.** The squad 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 squad members allowed on the obstacle at the same time. Squad members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. The squad member's foot may slip when trying to reach the top. This may result in the squad member falling and striking the head against the wall. Further, if not careful the squad member could receive an injury when sliding or jumping down the opposite side of the wall.

## WARRIOR CHALLENGE

### OBSTACLE NO. 5 - VAULTS



- 1. Completing the Obstacle.** The squad 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 squad members allowed on the obstacle at the same time. Squad members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the squad member does not gain sufficient height a groin injury may occur. Large splinters or wood may be present on the tops of the logs and present a hazard to catching loose equipment or clothing.

## WARRIOR CHALLENGE

### OBSTACLE NO. 6 - LOW CRAWL



- 1. Completing the Obstacle.** The squad member must select a trench and crawl in it from the 'start end' to 'finish end' under the metal frame and netting.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The squad member must enter the trench from the end instead of from the side.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of squad members allowed in the trenches at the same time. Squad members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the squad member does not keep sufficiently low in the trench, he or she could strike the side or top supports of the obstacle.

## WARRIOR CHALLENGE

### OBSTACLE NO. 7 - TOUGH NUT



- 1. Completing the Obstacle.** The squad member must select a row and go over each “X” portion in that row. After starting through a row, do not change rows. Although members may step on the “Xs” in order to negotiate the obstacle, at least one foot must touch the ground between each row.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of squad members allowed on the obstacle at the same time. Squad members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the squad member does not step high enough over each “X” portion, a groin injury may occur.

## Chapter 6

### HANDGUN COMPETITION

#### 6-1. Details of the Competition.

- a. All squad members will fire the M9 handgun. Handguns are used 'as issued'; no other grips or add-on components are allowed.
- b. The Handgun event takes place immediately after teams complete the Warrior Challenge event. Therefore, squads must report to the designated staging area for the Warrior Challenge event with their M9 handguns.
- c. Squads will bring their handguns to the designated staging area for the Warrior Challenge event. Handguns will be secured in each squad member's flapped holster.
- d. Squads should be prepared to fire the M9 handgun from any or all positions as they relate to police services tactical situations.
- e. Squads could 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 unless otherwise instructed.
- b. Shooters will not move toward the firing line or any target until directed.
- c. 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.
- d. All phases begin with the weapon holstered and the holster flap secured.
- e. The first round fired in each phase will be double action with subsequent rounds single action unless otherwise instructed.
- f. For safety reasons, shooters are not permitted to use dropped rounds or magazines after firing commences.
- g. Shooters may encounter return fire from a safe, non-injuring shoot-back system if tactical movement and cover is not effectively executed. If shoot-back system is employed, it will not be a factor in team or individual scoring.

h. A disabled weapon, regardless of cause, or defective ammunition are not reasons to re-fire 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 shooters and range officials are allowed on/in the area of the firing line.

### **6-3. Scoring Procedures.**

a. Squads receive points for ‘speed of completion’ during the first phase and ‘number of targets hit’ during the second phase. The start time of the first phase of the handgun event actually begins when teams leave the last station of the Warrior Challenge.

b. Penalty points (or time) will be assessed for each hit on any target designated a “friendly” or non hostile.

c. Scoring is accomplished after each phase. Total score is comprised of the raw score less any penalty points.

d. The squad with the highest total score wins the Handgun Event. Additionally, squad handgun scores will be added to Combat Weapon scores to determine the winner of the Coleman Cup.

e. In the event of a tie, a pre-announced tiebreaker will be used to determine the winner.

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

**6-5. Required Equipment.** Because squads will report to the handgun event from the Warrior Challenge, the equipment required for the two events is the same. Please refer to Chapter 5 for required 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. Squads desiring to use questionable equipment and/or apparel must submit request for approval to HQ AFSFC NLT 30 days before the start of the competition.

c. Ammunition. The competition cadre will furnish ammunition and magazines.

d. Weapons Disposition. Squads will report to the handgun event with their squad weapons and their M9. The M9 must be secured in a flapped holster. Squad weapons (M4, M249, M240B) can either be grounded on the firing line or remain at ‘sling arms’. Competition cadre will direct competitors to ground any squad weapon interfering with range safety.

e. Ear and eye protection are required for the handgun event. Both will be available if squad members do not bring their own. If squad members bring their own eyewear, it must meet ANSI standard Z 87.1.

**6-6. Observer Restrictions.**

a. Squad members and/or representatives are not permitted to observe other squads competing until their squad has completed this event.

b. Public affairs personnel and the Defender Challenge staff are allowed to talk to squad members and photograph or film at the discretion of the team captain, squad 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 range officials concerning movement in and around the range area.

## Chapter 7

### LOGISTICS

**7-1. Overview.** This chapter provides information on logistics support procedures and requirements. Teams will be briefed on CCC location and provided maps.

#### **7-2. Arrival/Departure.**

a. It is the responsibility of each participating MAJCOM or sponsoring organization to arrange travel itineraries for their competitors. Teams may use the San Antonio International Airport or drive to Lackland AFB for the competition. If flying to San Antonio, HQ AFSFC will, when requested, 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 30 Sep 03. Any other special arrival needs will be addressed upon request. When moving weapons as checked baggage or if shipping as freight (i.e., cargo), refer to paragraph 2-3.

b. All competition weapons will be stored in the IAAFA armory, Bldg 5160 on Camp Bullis. Each team will transport their own weapons from the point of arrival to the IAAFA armory. Teams will provide armed escort for the weapons in transit IAW AFI 31-101. Guard weapons and ammo will be stored in the IAAFA armory.

c. When departing, if teams desire to pack and ship weapons via the Lackland Traffic Management Office, Team captains should contact Mr Verrill at DSN 473-3728 as soon as possible. HQ AFSFC logistics staff will assist with courtesy storage or transportation when requested.

d. To facilitate emergency contacts and messaging, team captains will provide a correct billeting list for their team and officially sponsored guests to the Competition Control Center (CCC) NLT 1800, 9 Oct 2003. The CCC is located in the Camp Bullis Recreation Center.

#### **7-3. Weapons**

a. All weapons used during Defender Challenge must be serviceable. Prior to weapons being transported to San Antonio for the competition, a Combat Arms (CA) representative will perform a complete serviceability inspection, to include full gauging, on all weapons and accessories. **This inspection can take place no earlier than 2 Oct 2003.** Host MAJCOMs are responsible for conducting this inspection for DOE and allied teams.

(1) Team captains must bring a letter signed by the CA representative that conducted the weapons inspections. The letter must include the statement, “all weapons listed below have been inspected, gauged and are serviceable”.

(2) The letter must contain a serialized list of all weapons brought to the competition and be given to the Defender Challenge armorers when weapons are turned in for storage.

b. 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.

#### **7-4. 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 30 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.

**7-5. 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.

**7-6. Servicing Travel Agents.** Alamo 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. ([www.alamotravel.com](http://www.alamotravel.com))

## Chapter 8

### MASTER LIST OF AWARDS

**8-1. General.** The competition recognizes excellence in team and individual skills.

**8-2. Team Event Trophies, Plaques and Medals.** Team recognition will be as follows:

a. Defender Challenge Champion. First place team receives a “traveling” trophy that must be returned prior to next year’s competition. First, second and third place teams also receive a plaque to keep. First, second and third place teams receive medals for all team members, including the alternate.

b. Sadler Cup. First place team receives the Sadler Cup; a “traveling” trophy that must be returned prior to next year’s competition. First, second and third place teams also receive a plaque to keep. First, second and third place teams receive medals for all team members, including the alternate.

c. Coleman Cup. First place team receives the Coleman Cup; a “traveling” trophy that must be returned prior to next year’s competition. First, second and third place teams also receive a plaque to keep. First, second and third place teams receive medals for all team members, including the alternate. The scores used for the award of the Coleman Cup are derived from the teams’ performance in all weapons events.

d. Warrior Challenge. First place team receives the Capt Cheng Memorial (traveling) Trophy that must be returned prior to next year’s competition. First, second and third place teams also receive a plaque to keep. First, second and third place teams receive medals for all team members, including the alternate.

e. Team Handgun. First, second and third place teams receive a plaque. First, second and third place teams receive medals for all team members, including the alternate.

f. Combat Rifle. First, second and third place teams receive a plaque. First, second and third place teams receive medals for all team members, including the alternate. The scores used for this award are based on M4 performance extracted from the Combat Weapons Event.

**8-3. Individual Medals.**

a. M4 Rifleman (M4 with CCO). First, second and third place individuals will receive a medal. Scores are extracted from the Combat Weapons Event.

b. M4 Designated Marksman (M4 with ACOG). First, second and third place individuals will receive a medal. Scores are extracted from the Combat Weapons Event.

c. M249 Automatic Rifleman. First, second and third place individuals will receive a medal. Scores are extracted from the Combat Weapons Event.

d. M240B Machine gunner. First, second and third place machine gun teams will receive a medal. Scores are extracted from the Combat Weapons Event. Both the primary and assistant gunners will receive medals.

e. M203 Grenadier. First, second and third place individuals will receive a medal. Scores are extracted from the Combat Weapons Event.

f. Handgun. First, second and third place individuals will receive a medal.

#### **8-4. Special Awards**

a. Chief of Staff's Ultimate Warrior. This award is presented to the single outstanding overall competitor. The award is primarily performance based. The winner will receive a leather jacket, compliments of the Fort Worth Air Power Council and a distinctive medal presented by the CSAF.

b. Chief Master Sergeant of the Air Force Award. This award is sponsored by the Air Force Sergeant's Association and is presented to the outstanding enlisted competitor. This is a subjective award based on inputs from the CCOs.

c. Commandant-General's Award. This 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. This is a subjective award, the winner of which is determined by RAF-R personnel.

d. NCOA Spirit Award. This award is sponsored by the Noncommissioned Officer's Association and presented to the team demonstrating the most enthusiasm and esprit de corps. The award winner is determined by vote of all teams competing.

**8-5. Presentation of Trophies, Plaques, and Awards.** All trophies, plaques and awards are presented at the Awards Ceremony or Awards Reception following the competition.



6. REFERENCES: \_\_\_\_\_  
\_\_\_\_\_

7. ACTION REQUESTED: \_\_\_\_\_  
\_\_\_\_\_

8. TEAM CAPTAIN (rank/name): \_\_\_\_\_

a. Team Captain Phone # or other means of contact: \_\_\_\_\_

b. Team Captain Billeting Location(s): \_\_\_\_\_

c. TIME/DATE: \_\_\_\_\_ / \_\_\_\_\_

SIGNATURE: \_\_\_\_\_  
Team Captain  
Defender Challenge

**(COMPLETED BY DEFENDER CHALLENGE STAFF.)**

9. COMPETITION CONTROL OFFICER (CCO/ACCO receiving protest): \_\_\_\_\_  
(NOTE: Protest must be filed with CCO/ACCO.)

a. CCO/ACCO Phone #: \_\_\_\_\_

b. CCO/ACCO radio call sign and/or beeper #: \_\_\_\_\_

c. DEFENDER CHALLENGE OFFICIAL(S) INVOLVED (rank/name):

\_\_\_\_\_

d. CCO RECOMMENDATION: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Local time/date: \_\_\_\_\_ / \_\_\_\_\_

SIGNATURE: \_\_\_\_\_  
Competition Control Officer  
Defender Challenge

**10. COMPETITION DIRECTOR RECOMMENDATION:** \_\_\_\_\_

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Local time/date: \_\_\_\_\_ / \_\_\_\_\_

**SIGNATURE:** \_\_\_\_\_

*Competition Director  
Defender Challenge*

**11. RULES COMMITTEE ACTION:**

a. \_\_\_\_\_ Protest Approved.                      \_\_\_\_\_ Protest Not Approved.

b. Corrective Action(s): \_\_\_\_\_

c. Comments: \_\_\_\_\_

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Local time/date: \_\_\_\_\_ / \_\_\_\_\_

**SIGNATURE:** \_\_\_\_\_

*Chairman, Rules Committee  
Defender Challenge*

## Required Equipment (Attachment 2)

All items below are standard issue items for USAF teams. Allied teams/other services/organizations may bring their country's equivalent item (unless prohibited) or be issued USAF equipment by their host MAJCOM. Several items have "suitable substitutes", such as the canteens. Regardless of which option is selected, each team member must be equipped the same.

Item Description	Quantity	Notes
M4 Carbine	8	No substitute allowed (with BFA)
M9 Handgun	11	No substitute allowed
M240B Machine Gun	1	No substitute allowed (with BFA)
M249 AR	2	No substitute allowed (with BFA)
M68 CCO	7	No substitute allowed
M145 MGO	3	No substitute allowed
ACOG	1	No substitute allowed
BDU	22	Must be serviceable
LBE / LBV	11	One or the other
Web Belt	11	
M9 Holster w/Flap	11	Thumb break not authorized
Helmet	11	Kevlar-type with camouflage cover
M16 Ammo Pouch	22	
M9 Ammo Pouch	22	
Gas Mask w/Pouch	11	Hood not required
Body Armor	11	Level 3 with plates
Canteen, 1 Quart	22	With cover. May substitute with 1, 2-quart canteen or a 2-quart camel back.
Boots	11 Pair	
Binoculars (field glasses)	3 Pair	<u>Not</u> range-finding capable
Gloves	11 Pair	Military Issue
Hearing Protection	11	
Patrol Cap	11	
Flashlight	11	With red, blue and clear lenses
Whistle	11	Green or Black
Lensatic Compass	11	w/ Case
Map Protractor	11	1 : 50,000
First Aid Dressing	11	w/ Case
Gortex Jacket	11	With liner (poly pro or fleece)
Gortex Pants	11	
Camouflage Sticks	11	Or camouflage kit / pack