

# AARTAC2018

## TRAINING COMPETITION

### **CARBINE COURSE BRIEF**

Welcome to the carbine portion of AARTAC 2018. This event will be shot in 2-man teams. As a result, each team will have two pairs of shooters complete the course. Each two-man team will shoot a single course of fire.

Your running order will be determined by the team running order on your schedule. We will have both pairs from a team run the course before moving on to the next team. Within your team, you can use any pairings or running order you prefer but you must all shoot back to back. Prior to beginning their run, each shooter will draw a card to determine if they are shooting the pink or blue targets.

#### **EQUIPMENT**

For this competition, you will be equipped as you would for an operation. Each of you must be equipped with:

- **Tactical Body Armor**
- **Ballistic Helmet**
- **Eye Protection**
- **Hearing Protection**
- **A Carbine with 100 rounds of FMJ ball ammunition (no hollow point or frangible)**

#### **WEAPONS PROCEDURES**

Carbines are to be kept unloaded until you are on the firing line and told to make ready. Please have your magazines out and safeties on until you are told to make ready. Once you have completed your run you will be asked to unload your carbine. Please keep working parts back to allow safety inspection before you leave the range. Please be sure to use safe weapon handling when loading or unloading and point the weapon down range. Please do not load or unload except while standing on the range and pointing in a safe direction.

During your run, when moving between shooting locations, it is critical that you have your weapon pointed down range and that your finger is off of the trigger. Failure to do this will result in 3 penalties (30 seconds) for each violation.

#### **RELOADING**

Reloading for both of these courses is up to you. We are not going to require any reloads, so you are free to reload during your run when it makes sense for you. You are welcome to drop magazines on the course during your run, but please make sure to pick them up after your run.

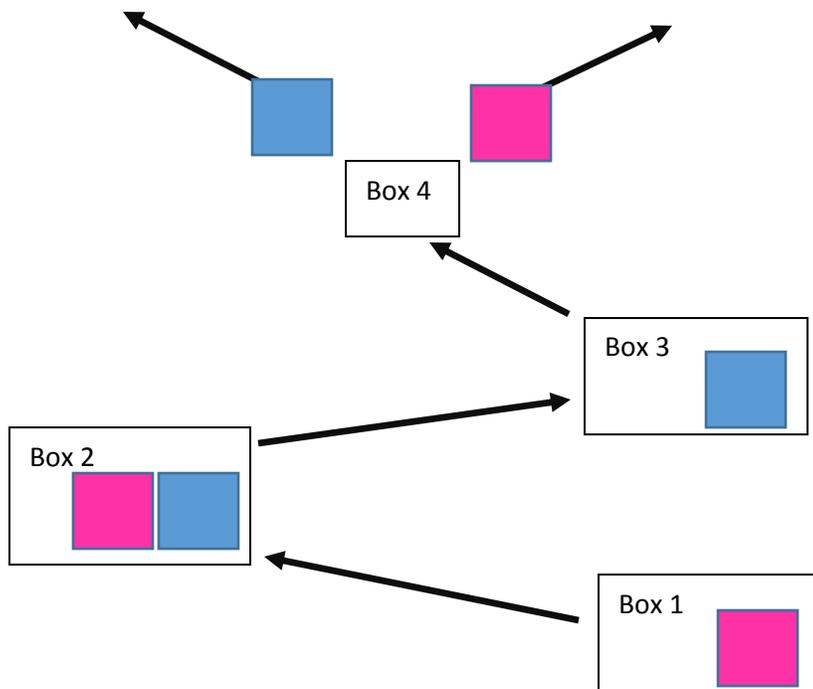
## MOVEMENT

In this event you will be moving in teams of two together with loaded weapons. To maintain a safe range, we are going to require that your team communicate with one another that all targets are cleared and when to move. For example, Clear, move, moving. Although exact language is up to you, unexpected movement on a range can be very dangerous. As a result, if either partner moves unexpectedly and without communicating, they may be assessed a three-point penalty (30 seconds).

## COURSE OF FIRE

This course will require 45 rounds between the two shooters if you shoot it perfectly. For this course you will shoot from four different locations and a variety of shooting positions. In order to hit all of the targets, you will need to change positions several times. It is important to note that not all targets are shot from a single position and that both shooters will not be shooting from all locations. There is no prescribed order for the targets but there are specific targets per shooter. You are required to shoot only the targets for your designated color.

**Pre-fatigue** – Once ready, time will be started and both shooters will run down the range and around the designated cone before proceeding to position 1.



### **Positions 1-3 – Bounding and**

**Overwatch** – This portion of the course is designed to simulate a bounding and overwatch movement during an active shooter scenario. The idea with this section is that one of you is shooting while the other is moving and vice versa. Shooters may not shoot simultaneously during this first portion of the course. Each shooter will be moving across and slightly down range twice while their partner is shooting. As a result, it is critical that shooters move exactly as instructed and communicate clearly with one another while doing so. Shooters will be alternating shooting and moving with their partner. The order will be Pink, Blue, Pink, Blue. Only the pink shooter will be firing from box one, both

will be firing from Box 2 (one at a time) and only the blue shooter will be firing from box three.

Following the pre-fatigue run, both shooters will return to position 1 and load and make ready to begin the course of fire. Once both shooters are in box one, loaded and ready, the pink shooter will begin the course of fire by first telling his partner to start moving and then engaging the pink targets on the right side of the course while his partner (the blue shooter) moves to position 2 and takes a ready position. Once the pink shooter has cleared all of the pink targets on the right side of the course he will communicate that to the blue shooter in position 2. At that point the blue shooter will tell his

partner to start moving and begin to engage the blue targets from Position 2 while the pink shooter moves to box 2 and takes up a position to the left of the blue shooter. Once blue completes his targets he communicates that to the pink shooter who will then begin to engage the pink targets from box 2. At that point the blue shooter will move to Box 3 while pink completes his targets. Once completed pink will then communicate to the blue shooter who will begin to engage the blue targets from box 2 while the pink shooter moves to box 3. Once the blue shooter completes his targets both shooters will move together to the beginning of Position 4 in front of the door.

#### **Position 4 – Dynamic Entry**

This portion of the course is inspired by recent events where innocent bystanders or hostages have been wounded or killed by responding officers. The purpose of this stage is to force you to choose the angles you shoot the targets from very carefully and to encourage tactical patience and fire discipline in engaging the targets. Each of these targets is marked with a colored dot somewhere on their body. There are three colors: Pink for the pink shooter, blue for the blue shooter, and red which represent hostages. Each shooter must hit the targets of their designated color four times anywhere on their body or head. However, the targets must be shot at a safe angle that does endanger an innocent bystander or hostage. This means that if one of your rounds strikes any of the other innocent bystanders or hostages you will receive a 30 second penalty for each target and each impact. This includes targets that are hit with rounds that have already passed through another target. Each misplaced round will carry a penalty of 30 seconds. The targets are intentionally angled to make seeing them and hitting them challenging. As a result, it is critical that you think carefully about your background and foreground prior to taking a shot. There is no option to simply skip targets because each target that is not hit but was supposed to be will carry a penalty of **10 seconds** per round missed.