

AARTAC2018

TRAINING COMPETITION

COMBAT SHOOTING COURSE BRIEF

Welcome to the AARTAC combat shooting course. This course is designed to challenge the skills your team would utilize on an actual tactical operation. We have intentionally made this course difficult and complicated. In addition, we have added the stresses of competition, physical activity, ambiguity, and peer pressure. Our goal is to get you as close to an actual operation as possible.

The design of this particular course is inspired by a multiple suspect terrorist incident. Each obstacle on the course is designed to simulate a real obstacle you might encounter and the course of fire is based on actual operations.

Teams must be ready when called. If a team is not ready when called, they will not be permitted to run. Teams will be staged in three steps using baseball terminology: in the hole (meaning you are two away), on deck (meaning you are up next), and up (meaning you are about to start). Your team should be ready to go at least two teams prior to being in the hole.

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**
- **A working gas mask with a filter properly installed (you must be able to demonstrate a proper seal)**
- **Eye Protection**
- **Hearing Protection**
- **A Carbine with 60+ rounds of ammunition**
- **A Handgun with a secure holster and 30+ rounds of ammunition**

GENERAL RULES

- 1) All team members must remain together at all times until reaching the shooting portion of the course where they will split up into two teams of 2. Once the shooting portion is complete each member will remain in their finishing location until their entire team has finished or they are released by their rangemaster. Weapons should be placed onto safe and pointed in a safe direction until your team completes the course. Once complete, all long guns must be unloaded prior to leaving the course. Handguns may be reloaded and holstered if desired.
- 2) You must complete ALL obstacles in the order they are prescribed. Missing or skipping an obstacle will result in 3 penalty points (30 seconds) per team member, per obstacle missed.
- 3) All gray painted areas on obstacles are off limits and cannot be used to assist obstacle clearance.
- 4) Your team may complete the obstacles in whatever manner you see fit so long as you do not touch the gray painted areas. You may assist each other up and over, carry gear for one another, hand things over/under, but each team member and all of their gear must complete the obstacle as it is designed. In other words, you cannot hand a gun around a wall, throw something over a crawl through, etc.

SCORING

Teams will be scored and ranked based on their overall time. The winning team will be the team with the lowest overall time. Overall time is comprised of actual run time plus any time penalties assessed during the run.

Time penalties will be assessed on a point basis. Each point will represent ten seconds added to your score. For example, if a team incurs five penalty points they will receive 50 seconds added to their time.

Penalties will be assessed for the following violations:

Procedural Violations – one point (10 seconds) per occurrence

These include: not performing tasks in the correct order, losing any equipment (other than a weapon) on the course, skipping a target, stepping outside of shooting boxes, using off limits portions of obstacles, etc.

Weapons Violation – 3 points per occurrence

These include violation of loading/unloading protocols, leaving a weapon on the course, shooting a “don’t shoot” target, or violating any basic firearms safety rules at any time.

TIMING

Each run will be timed by several people. The primary time is the time kept by the course Captain for each event. All other timers are backups in case of a malfunction.

Your time will start when the starter says go and will stop when you shoot the green stop target at the end of the course. It is important to understand that your time will stop when you shoot the green target no matter what. If you shoot this target out of order you will receive a 10 second penalty for each target you did not shoot prior to the green target. Targets that are painted red represent innocent bystanders or hostages and should not be shot. If you shoot a red target you will incur 3 penalties (30 seconds) per hit on the red target.

When your team completes the course, the Team Captain will be required to review and sign the score sheet. Once the score sheet is signed, no protests may be raised. If a team disagrees with the timing or scoring, you need to raise the issue before signing the score sheet.

WEAPONS PROCEDURES

Weapons are to be kept unloaded until you are on the firing line. Please have your magazines out and safety on until you are ready to shoot. Please have working parts locked back on all weapons when you reach the on-deck box to facilitate inspection prior to starting your run. Once you have completed your run you will be asked to unload your weapons. Please keep working parts back to allow safety inspection before you leave the range. Handguns may be kept loaded after your run if desired. 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 the trigger. Failure to do so will result in 3 penalties (30 seconds) per violation.

RELOADING

Reloading 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 shooting range during your run, but please make sure to pick them up after your run.

MOVEMENT

In this event some of you will be moving 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, clear, move. Although exact language is up to you, if either of you moves while your partner is still shooting you will be assessed a three point penalty (30 seconds).

OBSTACLE COURSE

This course is designed to test your physical fitness, team work, and quite frankly to get your heart rates up and simulate the adrenaline rush of a real operation before the shooting portion of the course. All obstacles must be completed in the designated order by all of the members of your team.

SHOOTING COURSE

As discussed earlier, the course contains a variety of things which will make seeing and hitting targets difficult. Moreover, the course of fire cannot be shot from a single location and all targets cannot be seen at the same time. There are both shoot and don't shoot targets on the course. Shoot targets are all painted white, yellow, or green. White targets should be shot one time each. Yellow targets should be shot twice per target. All bowling pins should be shot until they are knocked over. The green stop bowling pin should be knocked down to stop the clock. Don't shoot targets are all painted red. In many cases red "don't shoot" targets will be mixed in with "shoot" targets. Hitting a "don't shoot" target will result in 3 penalties (30 seconds) per hit. Failing to hit a "shoot target" will result in one penalty (10 seconds) per target, per round omitted.

Shooters must only fire with their feet inside of the designated areas. You may not step out of the box until you are beginning to move. Misplaced feet will result in a single penalty per violation (10 seconds). Shooters must remain together with their partner at all times and must remain next to each other when possible to prevent an accident. Although shooters may move side to side in the box, they may not move front to back apart from their partner. In addition, until all "shoot" targets in a given location have been hit with the appropriate number of rounds, the team may not advance to the next box. If they do they will be penalized one penalty for each missed target per round required.

Shooters must verbally communicate their intent to move with each other. Unsafe movement will result in three penalties (30 seconds) per violation. Shooters may share equipment and magazines if needed but must do so in a safe fashion.

The shooting course will take place in two different courses covering two different team missions. Each team will be comprised of two of your team members. Because these types of operations are fluid and you never know when you will locate the shooters, these assignments will be completely random. At the beginning of your run, you will draw cards for your team position prior to starting your run. These positions will be A Team Left and Right and B Team Left and Right. You may not deviate from your drawn position.

The A team will shoot first. During this time the B team will mask up, demonstrate a proper mask seal, and then stage for their shoot which will begin once the A team completes their course of fire.

A Team - Course of Fire

Walk Course of Fire and talk about injury to left shooter.

B Team – Course of Fire – Once the A team completes stage 2 and yells to the B team they can begin their run to box one and make ready to fire. Your course of fire will be completely with your pistol.

Go over course of fire.

Stop Target - Once all other targets have been hit, both shooters should move to the box in front of the green target. At that point one, and only one, of you can hit the green stop target one time. This will stop your teams time. In order to demonstrate your solidarity with your A team teammates, this target must be shot one handed with your off-gun hand while your strong hand is behind your back. Be sure to avoid the hostage targets.

Once you complete the course your time will be recorded and your penalties announced before you leave the range.