

I: Rules

1) **Eligibility:**

- a) Competitors must be POST Certified Law Enforcement officers who are current SWAT or SRT operators having knowledge of SWAT tactics and maneuvers.
- b) Each team competing must have a minimum of (3) team members, no more than (5) team members.
- c) Rifle caliber no greater than 5.56mm/.223, and handgun caliber no greater than .45. Each team member must have the appropriate SWAT uniform and ballistic protection.

2) **Team Attire:**

- a) Each team member must wear long or short sleeve tactical shirts, BDU style pants, and boots.
- b) Each competitor must have “full kit” to include:
 - i) Helmet
 - ii) Eye Protection
 - iii) Ear Protection
 - iv) SWAT style ballistic vest
 - v) Gloves (optional)
 - vi) (3) magazines

3) **Conduct**

- a) Competitors who display or engage in unprofessional or unsafe conduct as determined by the judges or Police and Fire Games representative may be ejected from the SWAT competition. The decision of the head judge is final.

4) **Range Safety Requirements**

- a) Each individual team member moving and manipulating any weapon system must use an approved weapon carry position when moving from one position to the next. Each individual team member must treat each weapon as if it is always loaded. Do NOT point the weapon at anything not intended to be engaged. Weapon “safety” manipulation is required prior to any movement from one obstacle to the next if the weapon system has a safety to manipulate. An approved weapon carry position may be used for handguns during the course being negotiated but must be bolstered at the completion of the obstacle before the team can proceed to the next obstacle.

5) **Final Score**

- a) A final team score will consist of the final time recorded by the head judge plus any penalty time provided by the score keeper. Any disputes

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Georgia Police and Fire Games

SWAT Competition

related to the final score will be determined by all judges and the final decision made by the Head Judge.

6) **Ties:**

- a) In the event two teams record a tie in the timed event the teams can elect (1) member of their team to compete in a head-to-head event to determine the winner.

7) **Scoring**

- a) The targets will be a combination of Balloons, Paper, and Steel silhouettes.
 - i) **Misses.....(+5 seconds)**
 - ii) **Shots on "No Shoot" targets.....(+10 seconds)**
 - iii) **Shots out of "10 Ring".....(+5 seconds) **
 - iv) **Missed hostage rescue shot.....(+20 seconds)**
 - v) **"Injured Hostage".....(DQ)**
 - vi) **Failure to complete a single obstacle.....(+10 seconds)**
- b) Each target must be hit the specified number of times (*see course description*) or neutralized before the team can proceed.
- c) If a team member runs out of ammo, he may be tactically replaced by another team member.
- d) If the team runs out of ammo they cannot proceed, and time will stop resulting in disqualification.

8) **Judges**

- a) Head Judge
 - i) Overseer of the official time and handles all disputes. Makes the final decision with all disputes.
- b) Safety Judge(s)
 - i) Ensures range safety and provides direction for the competing teams. Performs all safety checks during the course.
- c) Score Keeper
 - i) Maintains an accurate count of all penalty points which will be provided to the head judge at the end of the course to determine the team's final time.

9) **Divisions:**

- a) Divisions will be distinguished by the number of team members since a smaller team may move faster than the larger teams.
 - i) Division 1: 3 man teams.
 - ii) Division 2: 4 man teams.
 - iii) Division 3: 5 man teams.

II. Course Description:

The SWAT competition is designed to test the strength and endurance of each team member and the ability of the team to communicate and overcome obstacles together. The team must stay together throughout the course, or in the designated areas identified on the course for safety concerns. The teams can only move once a station has been completed. A team can pass a single obstacle but at a significant time cost. The team must follow the cones to stay on the course.

1) Station 1: 4ft Wall

a) The team will begin in the cones designated the starting point next to the sniper tower and run to station 1.

b) Station 2: Pole Squats/Press

i) 5 team squats and 5 team presses

c) Station 3: 6ft Wall

i) Each member of the team will then negotiate the 6ft wall by climbing up and over the wall.

d) Station 4: Tire Run

i) Each member of the team must run through the obstacle with each foot passing through the center of the tire.

ii) If a team member skips a tire, he must redo the obstacle.

e) Station 5: Low Crawl

i) Each member must pass under the wire to proceed.

f) Station 6: 75-yard Balloon Shot.

i) (1) shooter, prone position at the 75-yard line.

ii) Target is a balloon.

iii) The shooter fires until the balloon is neutralized.

iv) Remaining team members must wait in the designated area.

g) Station 7: Two Man Bounding Drill (*Steel Targets*)

i) Dawn kit pre-staged at 75-yard line.

ii) (2) Shooters to the first barrel at the 50-yard line using lanes 1 & 2.

iii) Shooter 1 must score (3) hit before shooter 2 can bound to the next barrel at the 40-yard line. Shooter 2 must score (3) hits on the steel target before shooter 1 can proceed to the next barrel and so on.

iv) 25-yard line and in, shooter must transition to handguns and score (2) hits on steel in the same procedure.

h) Station 8: Dummy Rescue Drill: (*Shoot/No-shoot paper targets*)

i) (2) standby shooters on the 75-yard line will run to the 7-yard line and provide security for the shooters coming off station 7 to perform a dummy drag to the 25-yard line.

ii) Non-standard response when the threat presents itself.

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Georgia Police and Fire Games

SWAT Competition

- i) **Station 9: V-Tac Barricade (30-yard steel target)**
 - i) (1) shooter must score (2) hits on steel at each cut designated with blue tape.
 - ii) Teammates must wait in the box until obstacle is complete to move to the next.
 - iii) Shooters can swap out if ammo runs out.
- j) **Station 10: Horizontal Drop Plates (Handgun only)**
 - i) (1) shooter runs to the station with the horizontal drop plates.
 - ii) Must drop the plates by striking the first square plate. Then each plate dropped must be locked into place before the team can proceed.
 - iii) Remaining team members farmers carry loaded ammo cans to 75 yard line and run back to the box.
- k) **Station 11: Dueling Tree (Handgun only)**
 - i) (1) shooter must strike and swing each plate on the dueling tree to the opposite side before proceeding.
- l) **Station 12: Buddy Carry**
 - i) Each member of the team will perform a buddy carry to the stopping point designated by cones.
 - ii) Once the team reaches the stopping point which runs the length of the shoot house the time must be stopped to perform a safety check for the final obstacle.
- m) **Station 13: Hostage Rescue (Simunition Drill)**
 - i) All shooters will clear all loaded firearm at the direction of the Safety Judge(s) and they will be secured along with all magazines with live ammunition.
 - ii) All shooters must be physically checked to ensure each shooter has been sanitized of all live weapons and ammunition.
 - iii) All shooters will be issued a blue simunition glock 17 with (1) loaded magazine and a face mask.
 - iv) The shooters will receive a short brief on the scenario and once they are ready to execute the time will begin.
 - v) 3 role players inside the shoot house in a force-on-force drill. (1) Hostage, (1) shoot no/no shoot, (1) hostage taker.
 - (1) The team must enter and rescue the hostage and tactically evacuate the rescued hostage and others to the finish line designated at the rear of the bearcat, where the final time will be recorded.
- n) **Round Count**
 - i) Targets.....53 Rounds
 - ii) Magazine load.....6 per rifle magazine/6 per pistol magazine

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Georgia Police and Fire Games SWAT Competition

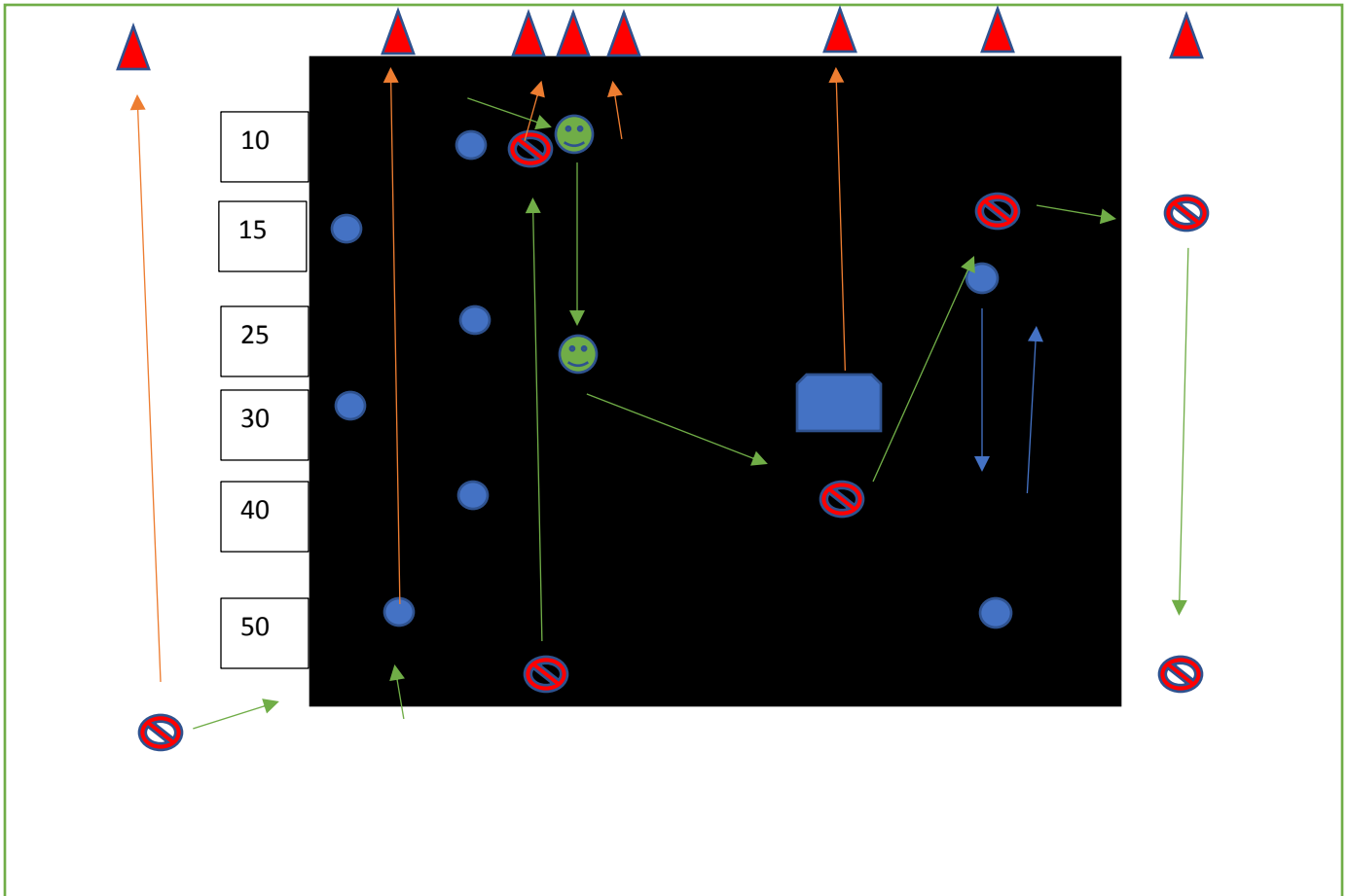


Diagram Key:

Green Arrows: Route of travel

Orange Arrows: Shooting Station

Blue Arrow: Task Route

Red Triangle: Targets

Red Stop: Team stop points

Green Smile: Dummy Drag