

# AARTAC2017

## COMBAT SHOOTING COURSE BRIEF

This course is designed to challenge the skills your team would utilize on an actual 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 at a large warehouse store (e.g. Costco). The premise of the course is that a small element of your team is training nearby when the event occurs. The shooters are actively killing people in the business and you are the only four responders available. Your tactical plan is to close the distance between your training site and the back entrance of the store. At that point two of you will try to neutralize the active shooters in the warehouse and two of you will begin an assault into the office which has been contaminated with tear gas . 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.

### 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 100 rounds of ammunition**
- **A Handgun with a secure holster and 100 rounds of ammunition**

### GENERAL RULES

- 1) All team members must remain together at all times until reaching the shooting portion of the course. At that point, all members will remain in their finishing locations once they complete their shooting. Weapons should be placed onto

safe and pointed in a safe direction until your team completes the course. Once complete, all long guns and carbines 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.

## **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 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 of 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).

## **OBSTACLES**

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.

Unclimbable Chainlink Fence - This represents the non-climbable chain link fence surrounding the rear of the store. The cross bar on the back of the fence is there to assist you in getting down off the fence. Please DO NOT jump from the top.

Rubble – This obstacle represents climbing between and over shelving units. You will have to climb over a pallet, squeeze under a shelf, and then climb the wall on the opposite side.

Dodge Panels - Enroute to your objective you need to squeeze between shelves. They are very close together and will require you to arrange your gear and weapons in such a way that you can move sideways between them.

6' Wall – This is designed to simulate a block wall. You can clear this wall anyway you'd like but all team members must go over the wall without using any of the support braces.

Giant's Ladder – This represents climbing over storage racks to reach an interior roof and then descending from the roof again

Tunnel Crawl – This represents you crawling through a long shelving unit to maintain a covert approach. Any method of crawling is acceptable but all team members must clear the tunnel before moving on to the next obstacle.

Window Wall – This wall represents moving through a series of windows into the inside of the facility offices. All team members must go through one window before proceeding.

## **SHOOTING COURSES**

Upon reaching the shooting position your team will split up into two teams of two to complete the shooting course. These two courses of fire represent two different engagements: one in a warehouse and one clearing a large office building that has been heavily dosed with chemical agents by your team.

Due to the fluidity of tactical operations, these assignments will be completely random. To determine each assignment, before your run, you will draw cards to determine each person's team position. These positions will be Warehouse Team Left, Warehouse Team Right, Office Team Left, and Office Team Right. Each shooter will fire a different course of fire determined by their position and you may not deviate from your drawn position.

The Warehouse Team will shoot first. While the warehouse team is shooting, the office team will mask up, demonstrate a proper mask seal, go for a short run, and then position to begin their shoot. The office team will not begin shooting until the warehouse team completes their course of fire.

## **WAREHOUSE TEAM COURSE OF FIRE**

The warehouse team course of fire simulates moving through a broad warehouse space and shooting between and through open spaces in shelving. This course of fire will have both carbine and handgun components and will be shot from three positions. Shooters may load their rifles upon reaching their individual boxes for position 1

**Warehouse Position 1** – Shot with carbines within individual boxes and from any shooting position.

Left – Two rounds on each of the pepper poppers

Right – Two rounds on each of the rectangle and round targets

Once complete, put your weapon on safe and proceed to Position #2 down range. Do not move without communication.

**Warehouse Position 2** – Shot with handguns from individual boxes behind barricades.

Left – One round on each of three clay targets. Two rounds on 10” round target.

Right - One round on each of five clay targets. Two rounds on 8” round target under the clay targets.

**Warehouse Position 3** – Shot with handguns. Either shooter may shoot the dueling tree.

Left – two rounds on the silhouette target and one round on each of the clay targets.

Right – Shooting at the 3” triangle in the head and 4x6 rectangle in the torso. You must hit the head with one round and the torso with two. There is no penalty for other hits on the target but you must hit the triangle once and rectangle twice or take a 10 second penalty per missed target.

Both shooters may shoot the dueling tree. One round per white target.

Please note: Once the warehouse team completes their shooting they should signal the office team to begin, at which point the office team will run to their first shooting position. The office team cannot move until the warehouse team completes their shooting.

## **OFFICE TEAM - COURSE OF FIRE**

The office team course simulates moving through a narrow office space contaminated with chemical agents and shooting while moving between positions of cover. This course of fire will have both carbine and handgun components and will be shot from four positions. All shooting must be done while wearing a gas mask.

**Office Position 1** – Shot with Carbines - Two shots on each of the two pepper poppers. Either target may be shot by either shooter. Once complete put your weapon on safe and proceed to Position #2 down range. Do not move without communication.

**Office Position 2** – Shot with Handguns - Once you arrive in the box you may load your handguns. This is shot with the handgun and behind the barricade. Left shooter must shoot on the left side of the barricade. Right shooter must shoot on the right side of the barricade.

Left – Two rounds on the rocker target.

Right – Two rounds on the 8” round target.

Once both shooters are done you will keep your handguns out and pointed in a safe direction while coordinating your movement down to **Office Position 3**.

**Office Position 3** – Shot with handguns from behind individual barricades

Left - One round on each of the clay targets and two rounds on the silhouette. This may be shot under or through the barricade.

Right – One round on each of the five clay targets

**Office Position 4** – Shot with handguns from behind the barricade. All targets may be shot by either shooter. Two shots on each of the 12” round targets and one round on each of the four clay targets. Once all other targets have been hit, either shooter can hit the green stop target one time. This will stop your teams time. If you shoot this too early your time will stop and you will be finished with your run receiving a penalty for each missed target.

## **SHOOTING RULES**

Shooters must only fire with their feet inside of the designated boxes. 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 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.

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.



