

**2023 MICHIGAN TACTICAL OFFICERS**



# **SWAT**

# **CHALLENGE**

*Presented by Marksmanship Training Center*

## **Purpose and Intent:**

Purpose and intent of this event is to bring the tactical law enforcement community together in a safe, friendly, well structured, practical, and demanding competition. Build comradery at the team, regional, and state levels. A chance for operators to assess other departments equipment and tactics. This competition will offer unique challenges that test and highlight personal and team training, performance, and equipment which needs improved upon.

# 2023 Michigan SWAT CHALLENGE Sponsors



# Michigan SWAT CHALLENGE

## OPS BRIEFING

This event, for Tactical Operators only, will consist of approximately 10 high intensity live fire stages that focus on SWAT/SRT standard operating procedures, tactics, teamwork, fitness and marksmanship.

1st year limit to 20 teams (5 officers per team) = 100 shooters.

Each team will consist of: 1 Team Leader, 2 Tactical Officers, 1 Sniper, and 1 Breacher.

Prefer all officers to be from the same department, but not limited to.

## Estimated Time Line:

- 0800-0830: Check in.
- 0830-0900: Safety Brief.
- 0900: All Stages Go Hot.
- 1200-1300: Rotating BBQ Chow.
- 1600: Estimated completion.
- 1630-1700: Awards Ceremony.

## Mandatory Individual Gear List:

- Big heart, thick skin, and a no-quit attitude.
- Eye and ear protection.
- Issued uniform and duty belt.
- Issued patrol rifle with sling, 3 magazines minimum with pouches, 300 rounds.
- Issued pistol with holster, 3 magazines minimum with pouches, 200 rounds.
- Issued helmet and body armor with front, back and side plates.
- Issued gas mask.
- Issued IFAK, with operational items inside.
- Preferred hydration. Water and snacks will be provided throughout the day.

## Mandatory Sniper Equipment:

- 1 Sniper rifle system per team with all deployment sniper gear. 30 rounds minimum.

## Mandatory Team Gear List:

- Team communications.
- 1-3 support personnel to assist event as Range Safety / Score Keepers.

# 2023 Michigan SWAT CHALLENGE

Name

Signature

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

# 2023 Michigan SWAT CHALLENGE

Name

Signature

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

# 2023 Michigan SWAT CHALLENGE

Name

Signature

# Michigan SWAT CHALLENGE

## Intel Report

Individual stage descriptions will be published leading up to the event. All stages will be scored as a team. Expect physically demanding, critical problem solving, and team focused courses of fire.

Two teams will start at predetermined stages, then rotate to the next stage in sequential order upon completion, until all stages have been completed. Teams may return to their vehicles to resupply at any time, but encouraged to minimize time between stages.

## All day stage:

- Quick Reactionary Force (on call)
  - Pavilion / to range 8 (all day)
  - Armored vehicle deployment with medical recovery.
  - Max Team Points: 100

## Morning Stages:

- Sniper supported entry. *Sponsored by: Streamlight*
  - Range 6 & 2 (morning)
  - Max Team Points: 100
- Tactical Athletes. *Sponsored by: EOTECH*
  - Range 3
  - Max Team Points: 64
- Handgun marksmanship with ballistic shield. *Sponsored by: United Shield*
  - Range 4
  - Max Team Points: 60
- Handgun and Patrol Rifle “Dis & Ass” *Sponsored by: Otis Gun Cleaning*
  - Range 5 (morning)
  - Max Team Points: 50
- Gas mask marksmanship. *Sponsored by: Avon Protection*
  - Range 9
  - Max Team Points: 42

## Afternoon Stages:

- Teamwork problem solving. *Sponsored by: CAATailAntennas*
  - Range 1 (afternoon)
  - Max Team Points: 90
- TQ application and support side only marksmanship.
  - Range 5 (afternoon)
  - Max Team Points: 58
- Use of vehicle cover.
  - Range 7 (afternoon)
  - Max Team Points: 100
- Run & Gun. *Sponsored by: Nextbelt*
  - 0.75 mile live fire course.
  - Max Team Points: 80

## STAGE NAME: Quick Reactionary Force

**PURPOSE AND INTENT:** Test reaction to operation time and lifesaving tactical casualty care.

**LOCATION:** Pavilion - Range #8 - All day Stage

**TARGETS NEEDED:**

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Bearcat armor vehicle. Medical dummy. Litter.

**STAFF NEEDED:** 1 Medic/RSO. 1 RSO. 1 Score keeper.

### AMMO ROUND COUNTS PER OFFICER:

- PISTOL: 1 Full magazine (Minimum)
- PATROL RIFLE: 1 Full magazine (Minimum)
- PRECISION RIFLE: 0

**STAGE PAR TIME: ???**

**SHOOTING POSITIONS:** Any.

**NUMBER OF SHOOTERS AT ONCE:** Entire team exercise.

### DESCRIPTION:

Situation: Your team is "On Call" and is leisurely in the team ready room, when you receive a call to assist an officer down in an active shootout. Gear up, load up, and respond.

### This is a 4 part stage:

**Part 1:** The team will start in the designated team ready room (under the pavilion) with all gear off, and staged accordingly, wearing only boots, trousers, and uniform shirt top. Withing a window of 5-30 minutes, the team will receive a call to reinforce an active shooter scene. Only at that time, is the team allowed to kit up with all issued personal gear. Once fully kitted up, they will move collectively to the armor vehicle (parking lot staging area).

**Part 2:** Once all officers are loaded in, on direction of the Team Leader, the armor vehicle will drive from the staging area to the active shootout . The bearcat will stop short of the scene due to undrivable terrain. The Team Leader will then deploy officers accordingly to secure the scene, leaving one officer in a (non-live fire) bearcat overwatch position.

**Part 3:** Using provided cover position, safely bound forward to secure the scene around the downed officer. Once scene is safe, provide appropriate lifesaving medical treatment and prepare to move patient.

**Part 4:** The scene once again becomes hostile. Move patient back to the Bearcat, reassess patient, and leave the scene.

### SCORING: All teams start with 100 points.

- ⊕ Failure to load into Armor Vehicle in timely manner (par time will be establish) - 10 points
- ⊕ Failure to exit Armor Vehicle tactically (proper use of cover). - 10 points
- ⊕ Failure to use overwatch position from Armor Vehicle. - 10 points
- ⊕ Failure to secure the scene by neutralizing threats, and keeping constant security. - 10 points
- ⊕ Failure to safeguard civilians. (hitting a no-shoot target will result a ZERO score). - 10 points
- ⊕ Failure to apply life saving tactical medicine procedures to the patient in a timely manner. (par time will be established) - 10 points
- ⊕ Failure to remove patient from the scene in a tactical manner. - 10 points
- ⊕ Failure to reassess patient after transporting. - 10 points

**MAXIMUM NUMBER OF TEAM POINTS:** 100 points.



# Quick Reactionary Force - Range #8

Maximum Score of  
100 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

**STAGE NAME:** Sniper supported entry.

**PURPOSE AND INTENT:** Conduct a coordinated raid with all supporting elements.

**LOCATION:** Range #2 (Sniper) / Range #6 (Entry team) - Morning stage

**TARGETS NEEDED:** Range #2 (Head targets, backer, base) Range #6: ?Targets with ? Target bases.

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Range #2: Spotting scope, comms, clipboard. Range #6: Comms, clipboard, target pasters.

**STAFF NEEDED:**

**AMMO ROUND COUNTS PER OFFICER:**

- PISTOL: 1 Full magazine
- PATROL RIFLE: 1 Full magazine
- PRECISION RIFLE: 1 round

**STAGE PAR TIME: ???**

**SHOOTING POSITIONS:** Any

**NUMBER OF SHOOTERS AT ONCE:** Entire team

**DESCRIPTION:** *The command format below, will be reiterated and clarified the morning of the SWAT CHALLENGE.*

Situation: Negotiations have failed and the execution of hostages is deemed highly probable. The entry team is cleared for dynamic entry. The Sniper observing the black side of the target building has positive visual confirmation of a terrorist prepared to execute a hostage and is cleared to engage.

Execution:

- Through command coordination, the entry team will breach and make entry while the Sniper eliminates the visible threat.
- Once the Sniper confirms he is on target, the entry team will depart the LCC and set the breach. The entry team leader will confirm the breach is set.
- Command will take control of both elements and begin the count down.
- The teams will use the count down method.
- Command element will announce control of all teams on the radio.
  - Command will count down from 5.
  - On 2 the Sniper will engage the threat with an immediate incapacitation shot.
  - The Breacher will fire the breaching shotgun on 1, followed by immediate entry.

Purpose:

The countdown method is used to maximize surprise and minimize compromise. The Sniper fires on 2, prior to the breach blast to ensure that the visible threat does not move or execute the hostage at the sound of the breach blast.

Example:

Sniper: "on target"

Team leader "breach is set"

Command: "all teams, I have control. 5...4...3...2...1...execute, execute, execute."

**SCORING:**

- The Snipers target will be scored out of 100 possible points.
  - 10 points will be deducted if the Sniper fires late. He must fire prior to the "1".
- The entry team will have points deducted for the following:
  - Failure to eliminate any threat target. Threat targets must receive a minimum of 2 rounds in the vital chest area or 1 round in the head box. -10
  - Failure to clear corners or dead space. -5
  - Exposure to uncleared danger area. Example: Team member exposes back to a opposing danger area while clearing another danger area. -10
  - Failure to verbally control unknowns. -5
  - Unsafe act. Muzzling a teammate, creating a crossfire. -10
  - Failure to meet the par time. -20

**MAXIMUM NUMBER OF TEAM POINTS:** 100 team points.

# Sniper supported entry. - Range #2 & #6

Maximum Score of  
100 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

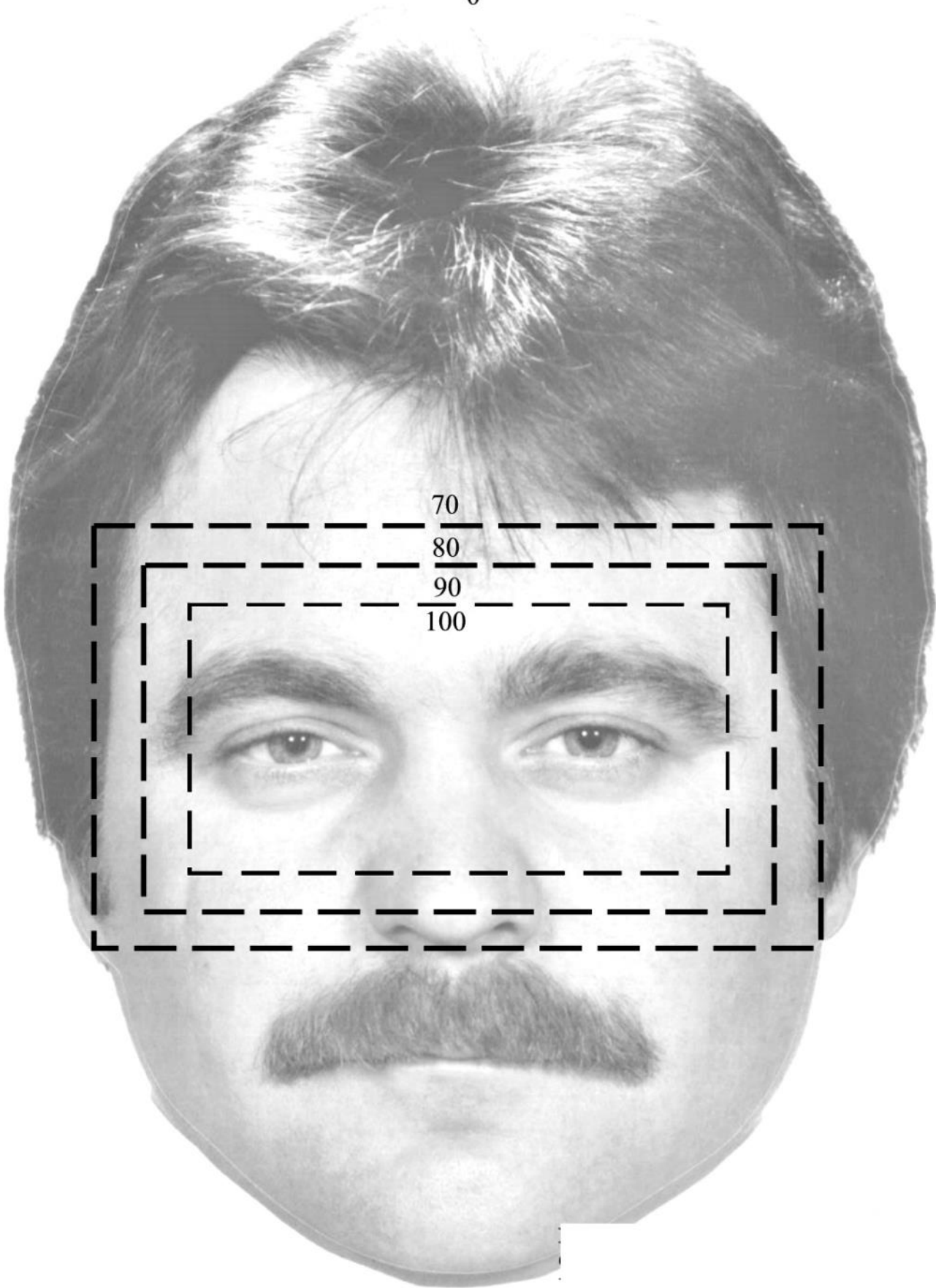
City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

0



70

80

90

100

## STAGE NAME: Tactical Athletes

**PURPOSE AND INTENT:** Strength, endurance, elevated heart rate marksmanship, teamwork.

**LOCATION:** Range #3 (25 yard bay) - Morning stage

**TARGETS NEEDED:** 6 cardboard IPSCs. 1 large, 1 small steel target. Plate rack

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Stopwatch, clipboard, pasters. Tire, battle rope, jugs, etc

**STAFF NEEDED:** 3 RSO, 1 target repair/score keepers.

### AMMO ROUND COUNTS PER OFFICER:

- PISTOL: 2 magazines of 10 rounds
- PATROL RIFLE: 3 magazines of 8 rounds
- PRECISION RIFLE: 0

**STAGE PAR TIME:** ? Minutes

**SHOOTING POSITIONS:** Standing.

**NUMBER OF SHOOTERS AT ONCE:** Entire team.

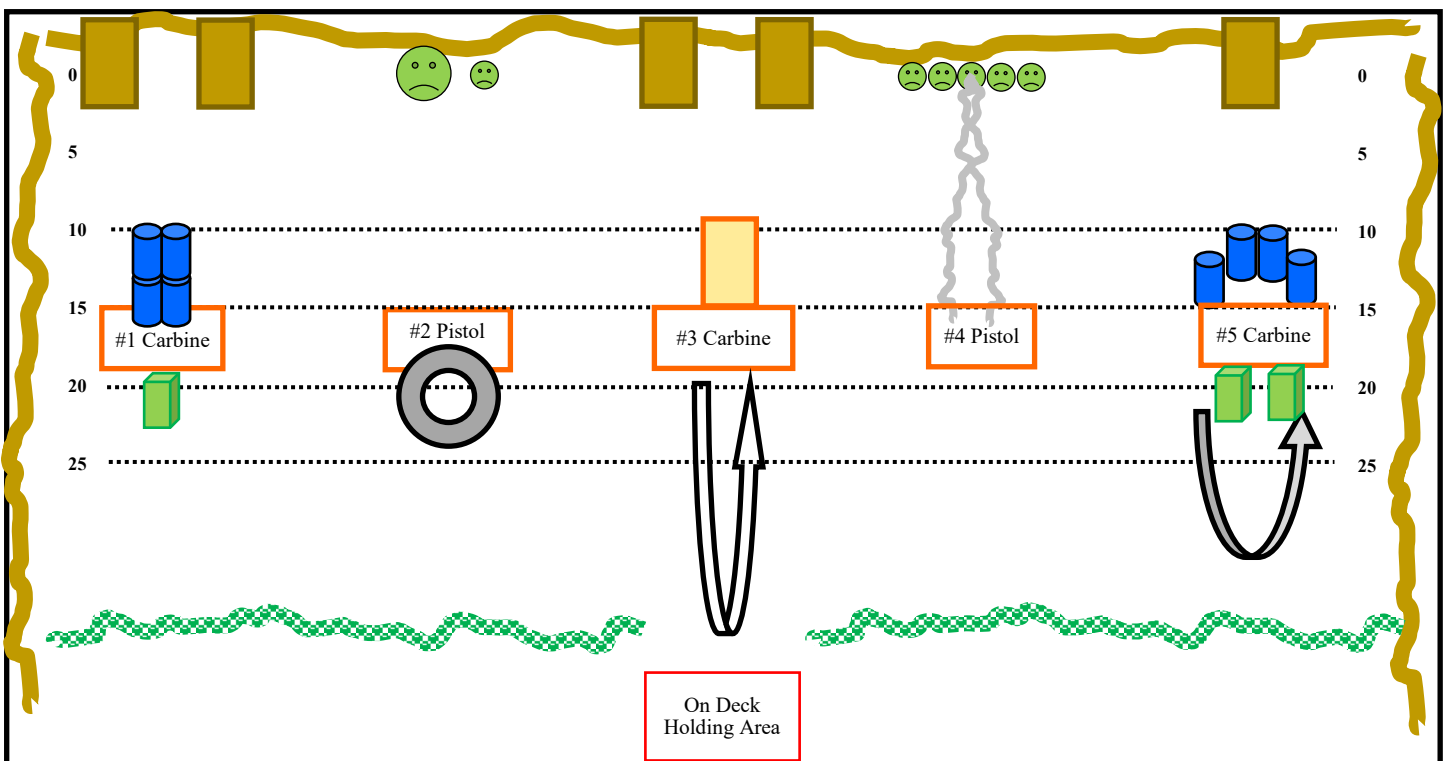
**DESCRIPTION:** Each officer will begin at 1 of the 5 stations on the 15 yard line. On command from RSO, all officers will load and holster their handguns. Patrol rifles will remain empty until ready to engage targets. Rifles will be slung when both hands are required for other tasks.

- ⊕ On the command from RSO each officer will conduct the drill at their station. Once complete they will move to the next station.
- ⊕ See next page for individual station drills.
- ⊕ Continue until all stations are complete or par time expires.

### SCORING:

- ⊕ Each hit in A zone Body box = 1 points. Each hit in A zone Head box = 2 points.
- ⊕ 1 point per hit on steel.
- ⊕ Total points divided by number of shooter (round fractions down)

**MAXIMUM NUMBER OF TEAM POINTS:** 64 team points.



## STAGE NAME: Tactical Athletes

**Drill #1:** Patrol Rifle. Conduct 10 ammo can squats then load patrol rifle with a magazine of 8 rounds. Staying behind cover, with rifle in right shoulder lean out to the right and engage the right target A Zone box (head or body is shooters choice) with one round. Lean back behind cover and carefully switch the rifle to your left shoulder and lean out to the left staying mostly behind cover and engage the left target. Repeat this sequence for a total of 8 shots, firing 1 round from each shoulder at a time. Rifle should go empty.

**Drill #2:** Handgun. Flip the tire to the left or right. Engage one large steel target and one small steel target with one round each. Flip the tire again in the opposite direction (keeping it centered on your target). Engage each target again with one round each. Continue until you have flipped the tire 5 times and shot a total of 10 rounds.

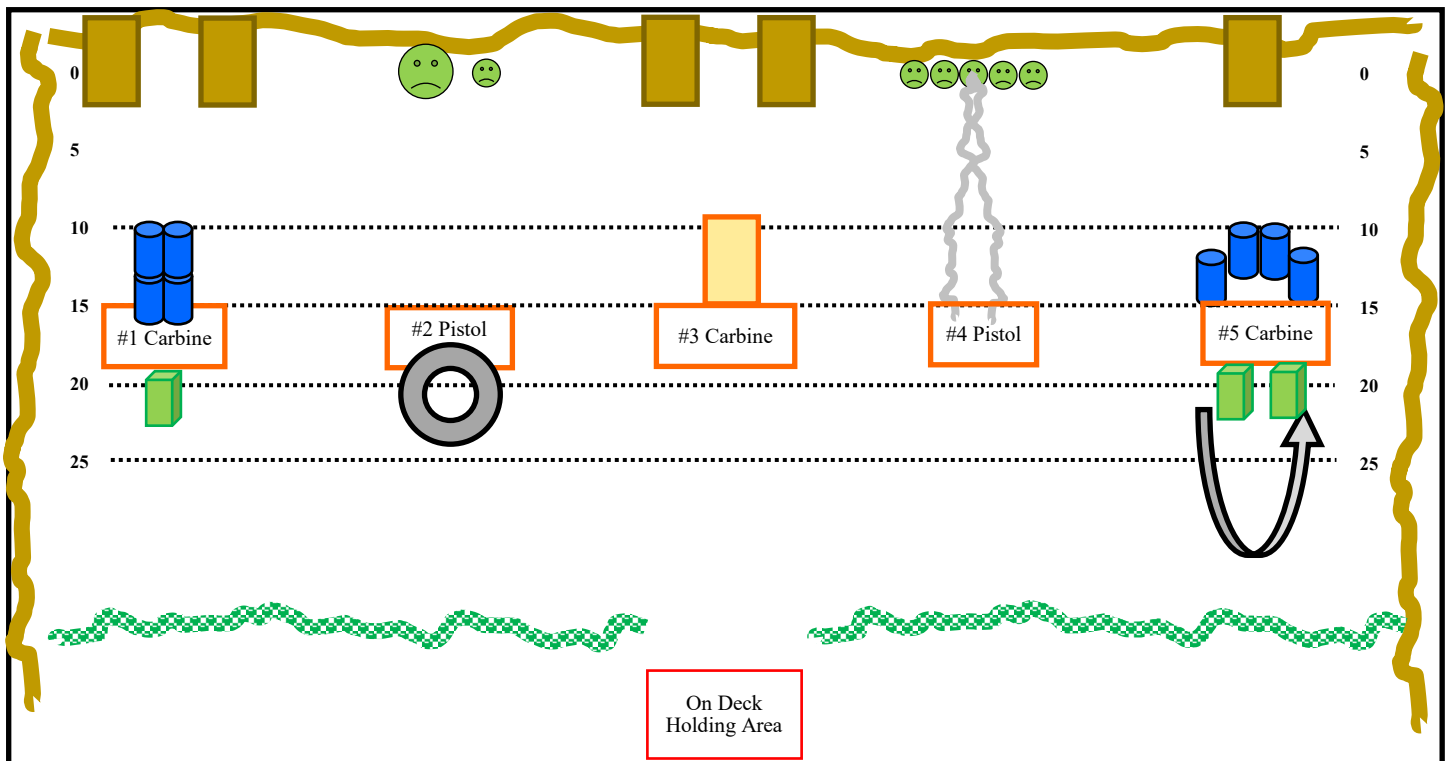
**Drill #3:** Patrol Rifle. Using provided breaching tool, ram the door until it opens fully then load patrol rifle with a magazine of 8 rounds. From the outside of the threshold, engage each target with 4 rounds each into the A zone boxes (head or body is shooters choice).

**Drill #4:** Handgun. Grab both battle ropes and whip each rope until entire length of each rope comes off the ground 5 times (can alternate ropes or both at the same time). Engage plate rack with 5 rounds. Reholster. Grab the battle ropes and repeat sequence, firing a total of 10 rounds.

**Drill #5:** Patrol Rifle. Carry water cans around the cone and back then load patrol rifle with a magazine of 8 rounds. Staying mostly behind cover, fire 2 rounds into the A zone box (head or body is shooters choice) from the right side of cover, left side of cover, under cover, and over cover for a total of 8 round fired into the A Zone body box. Rifle should go empty.

# CHALLENGE

Presented by Marksmanship Training Center



# Tactical Athletes- Range #3

Maximum Score of  
64 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

**STAGE NAME:** Handgun marksmanship with ballistic shield.

**PURPOSE AND INTENT:** Handgun accuracy while deploying a handheld ballistic shield.

**LOCATION:** Range #4 (25 yard bay) - Morning stage

**TARGETS NEEDED:** 5 IPSCs / JD Qual-1

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Stopwatch, clipboard, target pasters, cones.

**STAFF NEEDED:** 1 RSO, 1 score keeper

**AMMO ROUND COUNTS PER OFFICER:**

- PISTOL: 1 magazine of 15. 1 magazine of 10 (per shooter)
- PATROL RIFLE: 0
- PRECISION RIFLE: 0

**STAGE PAR TIME.**

**SHOOTING POSITIONS:** Standing

**NUMBER OF SHOOTERS AT ONCE:** 1, team relay.

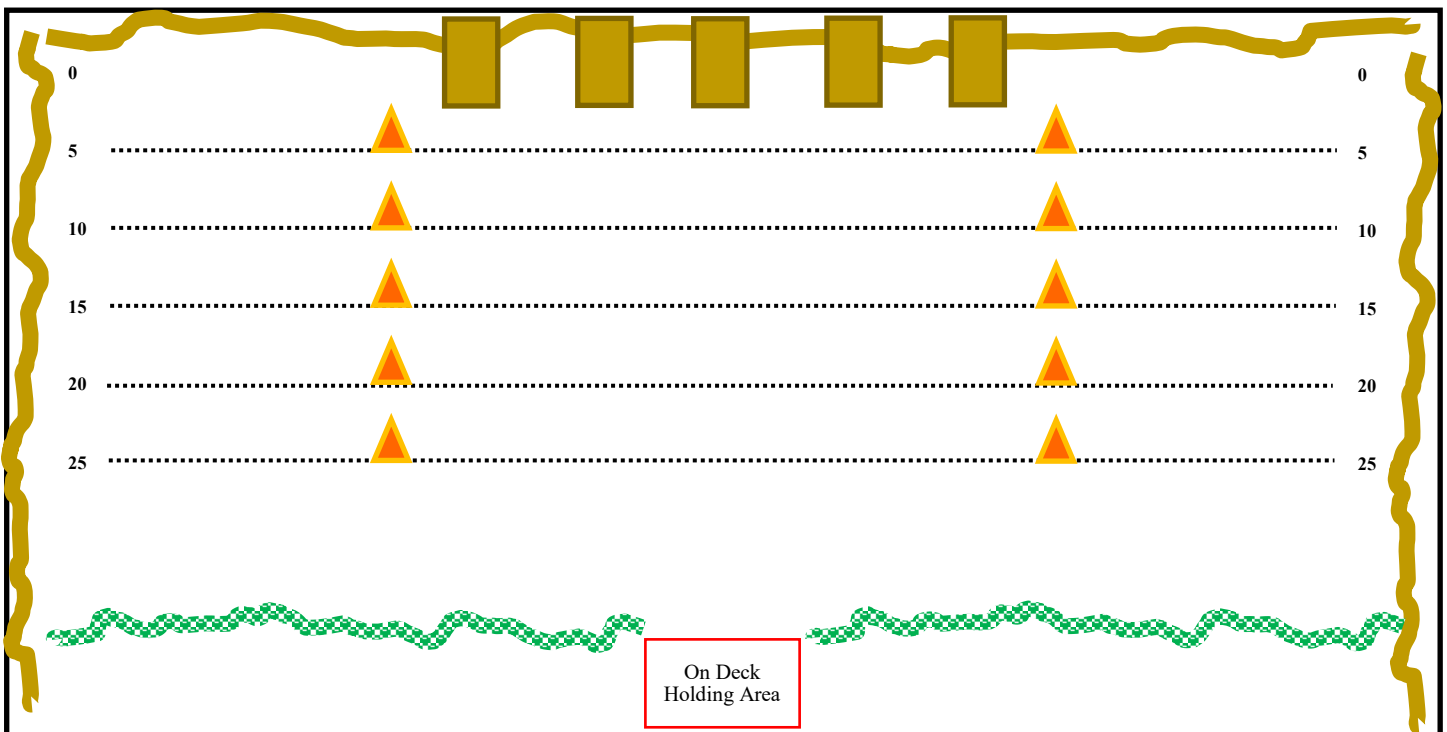
**DESCRIPTION:** On command from RSO, all officers will load then holster handguns.

- ⊕ Each officer will be given 1 target. 1 officer will shoot at a time.
- ⊕ Starting at the 25 yard line, one officer will raise the provided ballistic shield to cover the majority of the officer's body and look through the viewing port. Draw and aim using handgun sights, through the ballistic viewing port, and fire 3 shots into the target A zone (head or body is shooters choice).
- ⊕ Holster handgun and step forward to the 20 yard line and draw and aim using handgun sights, through the ballistic viewing port, and fire 2 shots into the target A zone (head or body is shooters choice).
- ⊕ Continue at 15y, 10y, and 5 yards.
- ⊕ Pistol will go dry. If proficiently comfortable, keeping the shield up, conduct a 1 handed reload. If not, drop the shield and conduct a reload.
- ⊕ Then holster and return to the 25 yard line.
- ⊕ From the 25 yard line, draw and aim using handgun sights, through the ballistic viewing port, start walking continuously forward towards the target, while firing 10 shots into the A zone body box while in constant motion.

**SCORING:**

- ⊕ Each hit in A zone Body box = 1 points. Each hit in A zone Head box = 2 points.
- ⊕ Bonus: 10 Points for keeping the shield up in the best protective manner possible the entire duration of the drill, start to finish.
- ⊕ Divide total points by number of officers = Team points

**MAXIMUM NUMBER OF TEAM POINTS:** 60 points (if all rounds are in the head A zone)





# Handgun marksmanship with ballistic shield.- Range #4

Maximum Score of  
60 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

**STAGE NAME:** Handgun and Patrol Rifle “Dis & Ass”

**PURPOSE AND INTENT:** Demonstrate expert working knowledge of issued weapons.

**LOCATION:** Range #5 (25 yard bay) - Morning stage

**TARGETS NEEDED:** 5 IPSC / JD Qual-1

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Table x5 with 5 chairs. stopwatch, clipboard, pasters.

**STAFF NEEDED:** 1 RSO. 1 Score keeper.

**AMMO ROUND COUNTS PER OFFICER:**

- PISTOL: 2
- PATROL RIFLE: 2
- PRECISION RIFLE: 0

**STAGE PAR TIME.**

**SHOOTING POSITIONS:** Sitting to standing.

**NUMBER OF SHOOTERS AT ONCE:** Entire team.

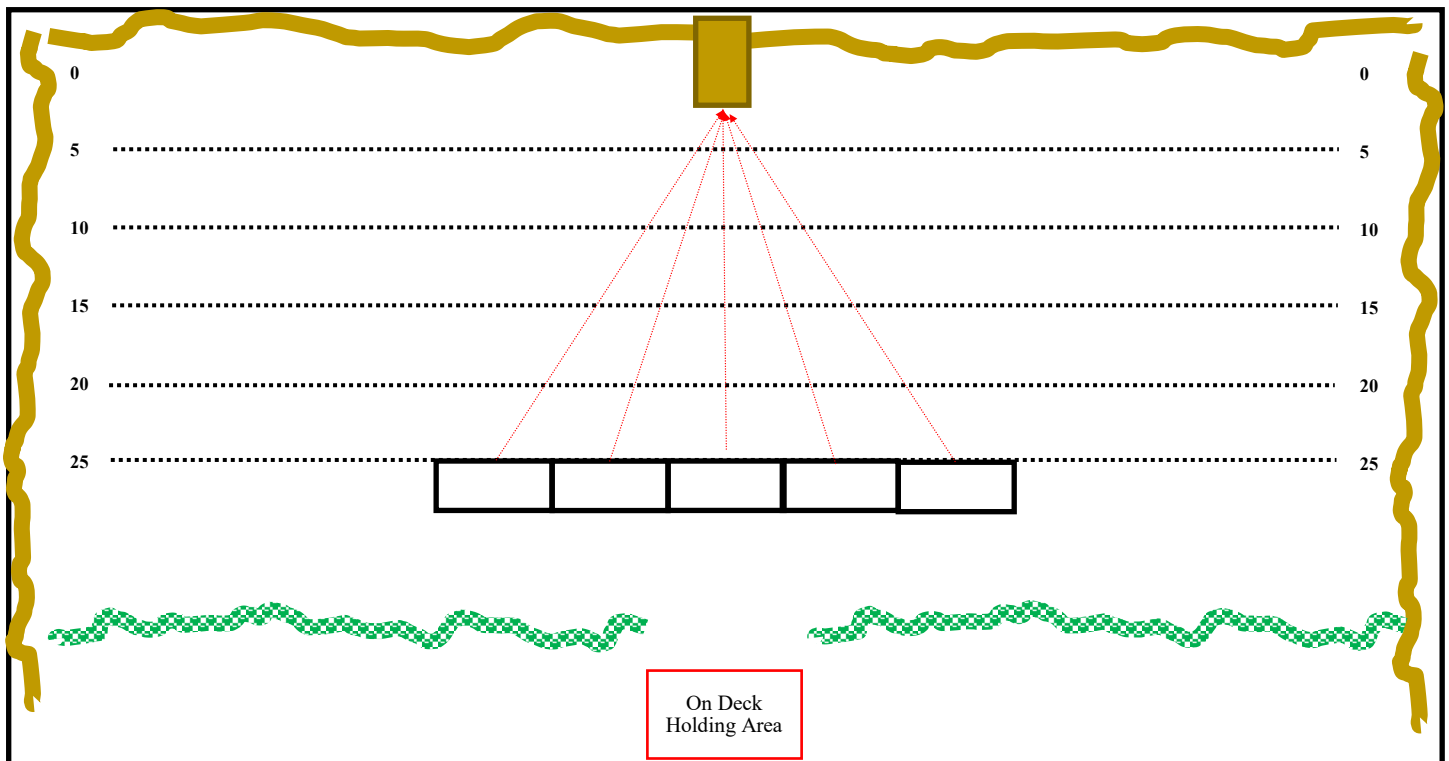
**DESCRIPTION:** RSO will ensure all patrol rifles and handguns are unloaded.

- Each officer will sit behind a table.
- On command from RSO, all officers will disassemble their handguns (separate slide from frame. Remove barrel and guide rod spring group) Officer’s will raise hand for inspection, then reassemble the handgun. Perform a function test. Then stand, load a magazine with 1 round and engage the target A zone (head or body is shooters choice). Holster handgun, then sit down again.
- Officers will immediately begin to disassemble their patrol rifle (upper and lower receiver separated. Bolt carrier group removed. Charging handle removed). Officer’s will raise hand for inspection, then reassemble the patrol rifle. Perform a function test. Then stand, load a magazine with 1 round and engage target A zone (head or body is shooters choice).
- Once complete, all officers will remain standing and unload, show clear safe weapons.

**SCORING:**

- ⊕ Each hit in A zone Body box = 5 points. Each hit in A zone Head box = 10 points.
- ⊕ Divide total points by number of officers = Team points
- ⊕ Bonus: 10 points for all officers completing under par time.

**MAXIMUM NUMBER OF TEAM POINTS:** 50 points. (if all rounds are in the head A zone)



# Handgun and Patrol Rifle “Dis & Ass”- Range #5

Maximum Score of  
50 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

## STAGE NAME: Gas mask marksmanship.

**PURPOSE AND INTENT:** Demonstrate expert working knowledge of issued protective mask, test physical performance and marksmanship while using protective mask.

**LOCATION:** Range #9 (100 yard bay) - Morning stage

**TARGETS NEEDED:** 5 IPSC / JD Qual-1

**ADDITIONAL RANGE EQUIPMENT NEEDED:** 4 weighted sleds and 1 dummy.

**STAFF NEEDED:** 1 RSO. 1 Score keeper.

### AMMO ROUND COUNTS PER OFFICER:

- PISTOL: 8 per officer
- PATROL RIFLE: 8 per officer
- PRECISION RIFLE: 4 per sniper.

### STAGE PAR TIME.

**SHOOTING POSITIONS:** Any

**NUMBER OF SHOOTERS AT ONCE:** Entire team.

**DESCRIPTION:** All officers will start standing on the 100 yards line covered on a target. On command from RSO, all handguns will be loaded then holstered.

On the signal of "Gas Gas Gas" all officers will remove filtered protective mask from worn pouch, and don and clear mask. Once proper seal has been achieved, each officer\* will load carbine and engage designated target A zone (head or body is shooters choice) with 2 rounds each from any shooting position. Sniper will engage A zone HEAD box only with 1 round using a precision rifle.

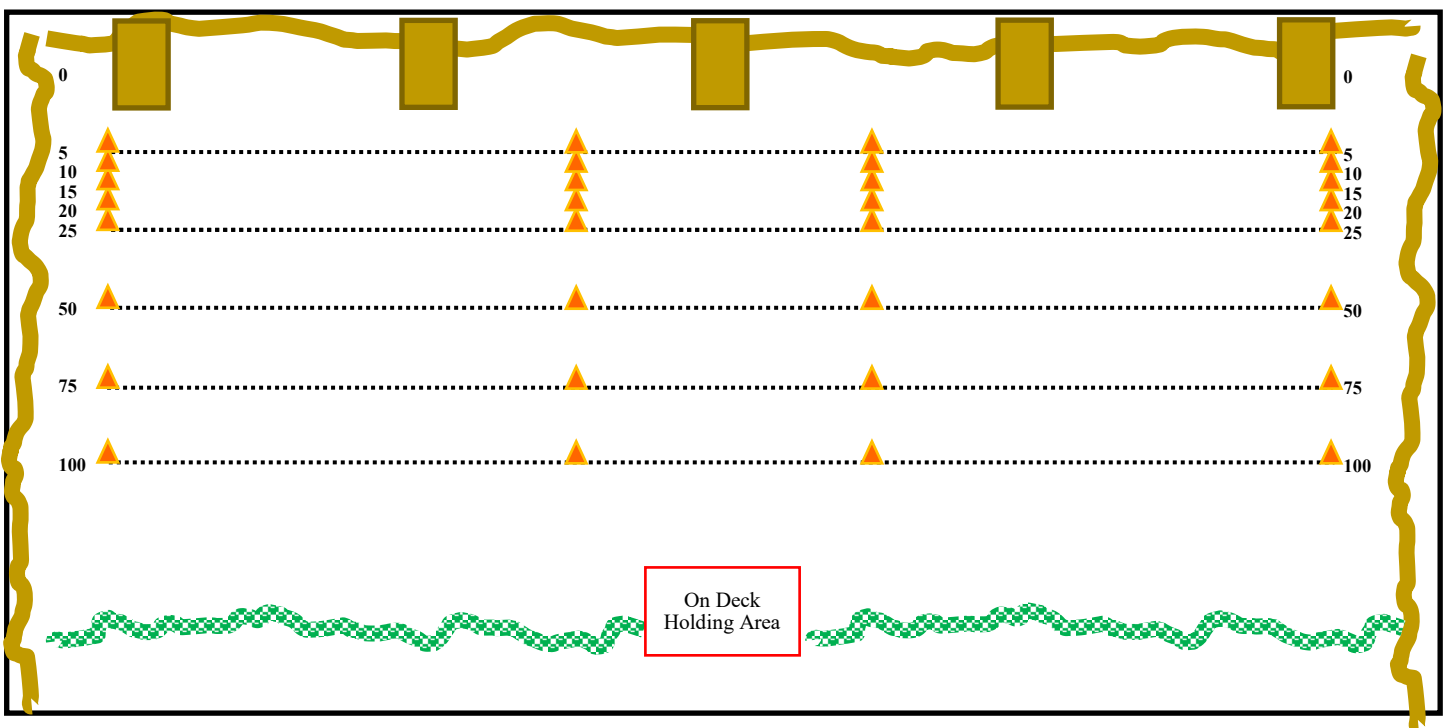
Once all rounds have been fired, and weapons are on safe, the RSO will command to "advance." Each officer will pull their simulated casualty to the next firing position and then reengage targets with 2 rounds each (sniper with 1 round). Continue advancing to each firing position, as directed by the RSO.

Once rifles go dry, transition to pistol and complete the course by firing 2 handgun rounds at each firing position.

### SCORING:

- ⊕ Each hit in A zone Body box = 1 points. Each hit in A zone Head box = 2 points.
- ⊕ Divide total points by number of officers = Team points
- ⊕ Bonus: 10 points for all officers completing under par time.

**MAXIMUM NUMBER OF TEAM POINTS:** 42 points (if all rounds are in the head A zone)



# Gas mask marksmanship. - Range #9

Maximum Score of  
42 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

**LUNCH BREAK**

## STAGE NAME: Teamwork problem solving.

**PURPOSE AND INTENT:** Team work!!! Problem solving. Target ID descriptions. Communication. Marksmanship.

**LOCATION:** Range #1 - Afternoon stage

**TARGETS NEEDED:** 3 Close range steel silhouettes (100-300y). 4 Poster board simulated vehicle targets, with bases with 4 head steel targets. 3 designated mid range steel head targets (300-500 y).

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Spotting scopes x2. Radios. Puzzle equipment. Table.

**STAFF NEEDED:** 3 minimum RSOs.

### AMMO ROUND COUNTS PER OFFICER:

- PISTOL: 0
- PATROL RIFLE: 60 per officer (team leader and breacher does not shoot)
- PRECISION RIFLE: 6 per sniper

**STAGE PAR TIME.** 10 minutes max (need to cut short for event flow)

**SHOOTING POSITIONS:** Any.

**NUMBER OF SHOOTERS AT ONCE:** 1 officer and 1 sniper.

### DESCRIPTION:

*Situation: A massive riot has broken out and the streets have become chaotic and violent. Reports of extremely violent rioters have taken entire passenger vehicles hostage with intent to kill. Your team's mission, is to repel attacks, gain intelligence on the scene, formulate descriptions, and report information to the sniper team for direct action.*

**This is a 3 part stage:** Team Leader will set up a command and control center. Sniper and breacher will set up as a team in an overwatch position. Remaining 2 officers will set up defensive security and report any updates to the rapidly changing scene.

**Part 1:** A officers will engage a target of choice with patrol rifle (100, 200, or 300 yards). If the officer engages and hits, the 100 yard target, the officer will be rewarded with 1 piece of intel, which will then be hand delivered (on foot) to the team leader, then return to security position. The other officer will then take up security position and engage a target of choice with patrol rifle (100, 200, or 300 yards). 100y = 1 piece of intel. 200y target = 2 pieces of intel. 300y target = 3 pieces of intel. Officers will continue engaging targets, and hand carrying intel to team leader during the entire stage.

**Part 2:** The team leader will receive intel from security team, assemble a puzzle (literally), to create a bigger picture. Once the hostage taker's picture is clear, the Team Leader will relay the a detailed target description to the sniper team via team radio communications.

**Part 3:** Once the sniper team receives all target description details, the sniper must positive identify the target to the RSO by naming which vehicle seat in the hostage taker is in. Seat 1, 2, 3, 4, or 5 (this will be reiterated and clarified during the SWAT CHALLENGE). The sniper will then engage the steel head target directly next to the simulate vehicle.

**WARNING:** If the sniper shoots wrong target in the vehicle, the stage is immediately over with a zero score.

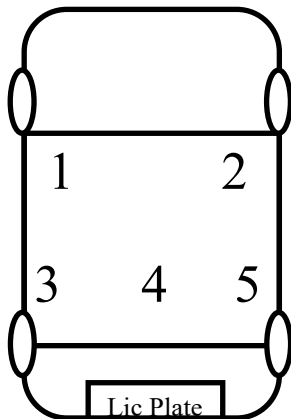
**Bonus:** If the sniper properly ID's hostage taker and makes an impact on steel head target, the sniper may engage a mid range steel head target of choice (300y-500y) to multiply the score, or zero out score if the bonus target is missed.

This scenario will continue playing out for 3 hostage taker engagements, or until time runs out.

### SCORING:

- ⊕ Proper identification and neutralization of hostage taker = 10 points.
- ⊕ Mid range target multiplier bonuses of x0(miss), x2(300y), x2.5(400y), x3(500y)

**MAXIMUM NUMBER OF TEAM POINTS:** 90 (if all hostage takers neutralized with x3 bonus reward.)



# Teamwork problem solving. - Range #1

Maximum Score of  
90 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion



**STAGE NAME:** Tourniquet application and support side only marksmanship.

**PURPOSE AND INTENT:** Application of lifesaving equipment and ability to continue to operate afterwards.

**LOCATION:** Range #5 (25 yard bay) - Afternoon stage

**TARGETS NEEDED:**

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Practice Tq's, stopwatch, pasters, clipboard

**STAFF NEEDED:** 1 RO, 1 scorekeeper.

**AMMO ROUND COUNTS PER OFFICER:**

- PISTOL: 2 magazine of 6 rounds. 12 Rounds total.
- PATROL RIFLE: 2 magazine of 6 rounds. 12 Rounds total.
- PRECISION RIFLE: 0

**STAGE PAR TIME.** 120 seconds per officer????

**SHOOTING POSITIONS:** Standing

**NUMBER OF SHOOTERS AT ONCE:** 1 at a time.

**DESCRIPTION:** On command from RSO, the officer will load and make ready handgun, then patrol rifle.

Tourniquet will be stored normally as per unit SOP.

On the timer beep, using the patrol rifle engage each target A Zone body box with 2 rounds each, patrol rifle goes dry, then transition to handgun and engage each target with 2 pistol rounds. Reload handgun, safely place on table then reload patrol rifle and also place on table.

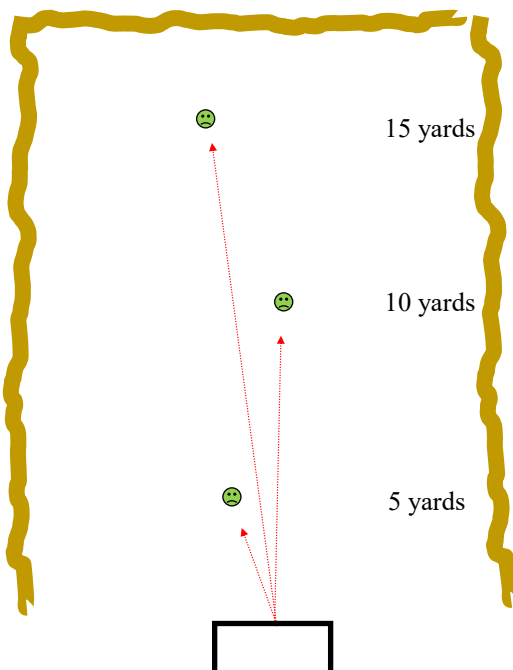
RO will announce that you received a gunshot wound in your dominant arm. Properly apply the provided tourniquet to dominant arm above the elbow.

Carefully pick up your patrol rifle from the table and reengage targets with support side only, carbine will go dry, carefully place empty patrol rifle on table and pick up handgun with support side only. Reengage targets with support side handgun only. When handgun is dry, carefully place it back on the table. **120 Second time limit????**

**SCORING:**

- ⊕ Each hit in A zone Body box = 1 points. Each hit in A zone Head box = 2 points.
- ⊕ Bonus: 10 points if officer can successfully deploy TQ with support hand only.
- ⊕ Divide total points by number of officers = Team points

**MAXIMUM NUMBER OF TEAM POINTS:** 58 points.



# TQ application & support side only marksmanship. - Range #5

Maximum Score of  
58 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion

**STAGE NAME: Use of vehicle cover.**

**PURPOSE AND INTENT:** Demonstrate proper use of vehicle hard points during fire and maneuver.

**LOCATION:** Range #7 - Afternoon stage

**TARGETS NEEDED:** Steel targets

**ADDITIONAL RANGE EQUIPMENT NEEDED:** Timer, clipboard.

**STAFF NEEDED:** 1 RSO. 1 Score keeper

**AMMO ROUND COUNTS PER OFFICER:**

- PISTOL: ?
- PATROL RIFLE: ?
- PRECISION RIFLE: 0

**STAGE PAR TIME:** Based off of fastest team time.

**SHOOTING POSITIONS:** Standing or Kneeling

**NUMBER OF SHOOTERS AT ONCE:** 1 at a time. Team scored.

**DESCRIPTION:**

**Situation:**

*A fellow officer is wounded and pinned down by fire from multiple gunmen. You must eliminate the threats and get to the down officer as fast as possible to save his life, while minimizing your risk of becoming a casualty yourself.*

**Execution:**

Upon command you will enter the vehicle bay and move to the first vehicle cover position. At each position you will engage the visible designated target. This is a “hit to move” stage, meaning you must achieve 2 hits on the target in order to move to the next position. Correct use of cover will be used at each position to avoid unnecessary exposure to target and excessive crowding of the cover that would increase the likelihood of a ricochet hitting you or prevent vertical or horizontal movement behind cover without retracting your weapon first. The time will stop when you reach the downed officer.

**SCORING:**

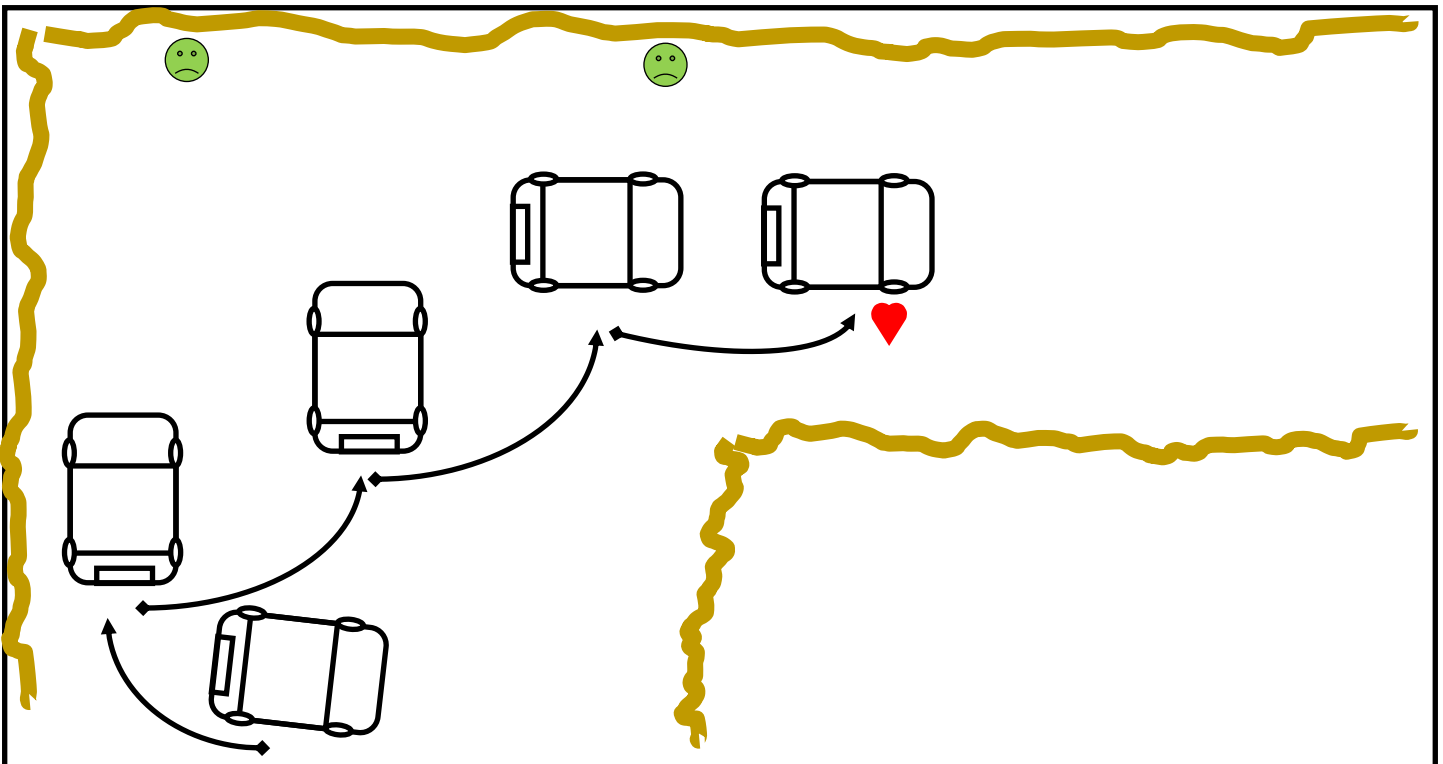
The max of score of 100 will be given to the fastest run. All others will be scored as a percentage of the max score. Example: The fastest time is 60 seconds and is given 100 points. A time of 70 seconds would be given 85 points.  $60/70=85$

**Penalties:**

Gross misuse of cover: +5 seconds

Excessive crowding of cover: +5 seconds

**MAXIMUM NUMBER OF TEAM POINTS:** 100 points.



EXAMPLES OF PENALTIES:

**Correct**



# Use of vehicle cover. - Range #7

Maximum Score of  
100 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

PDC Custom sponsored team ???

3-126 Infantry Battalion



## STAGE NAME: Run & Gun

**PURPOSE AND INTENT:** Strength, endurance, elevated heart rate marksmanship, teamwork.

**LOCATION:** 0.75 Mile Field Course - Afternoon stage

**TARGETS NEEDED:** See Below.

**ADDITIONAL RANGE EQUIPMENT NEEDED:** x2 Golfcart / 4 wheeler.

**STAFF NEEDED:** 1 RSO, minimum. 1 Score Keeper.

### AMMO ROUND COUNTS PER OFFICER:

- PISTOL: 1 Full magazine (Minimum)
- PATROL RIFLE: 1 Full magazine (Minimum)
- PRECISION RIFLE: 0

**STAGE PAR TIME: ????**

**SHOOTING POSITIONS:** Many.

**NUMBER OF SHOOTERS AT ONCE:** One at a time, team event.

**DESCRIPTION:** This is an multi stage that is timed from start to finish with no pauses in time. At the starting point all officers, on command from RSO, will load and holster handguns. Patrol rifles will remain unloaded until at a designated shooting area.

On command from RSO, all officers will run from the start point to the 1st shooting stage (RSO will be leading in a vehicle). Only 1 officer will shoot the drill at that stage, on direction from the RSO. Once handgun is holstered, or patrol fire cleared, the team will run to the next shooting stage. Only 1 officer will shoot a stage, but may not shoot another stage until all other team members have shot a stage. 1 officer may not shoot 2 stages in a row, or shoot more than 2 stages.

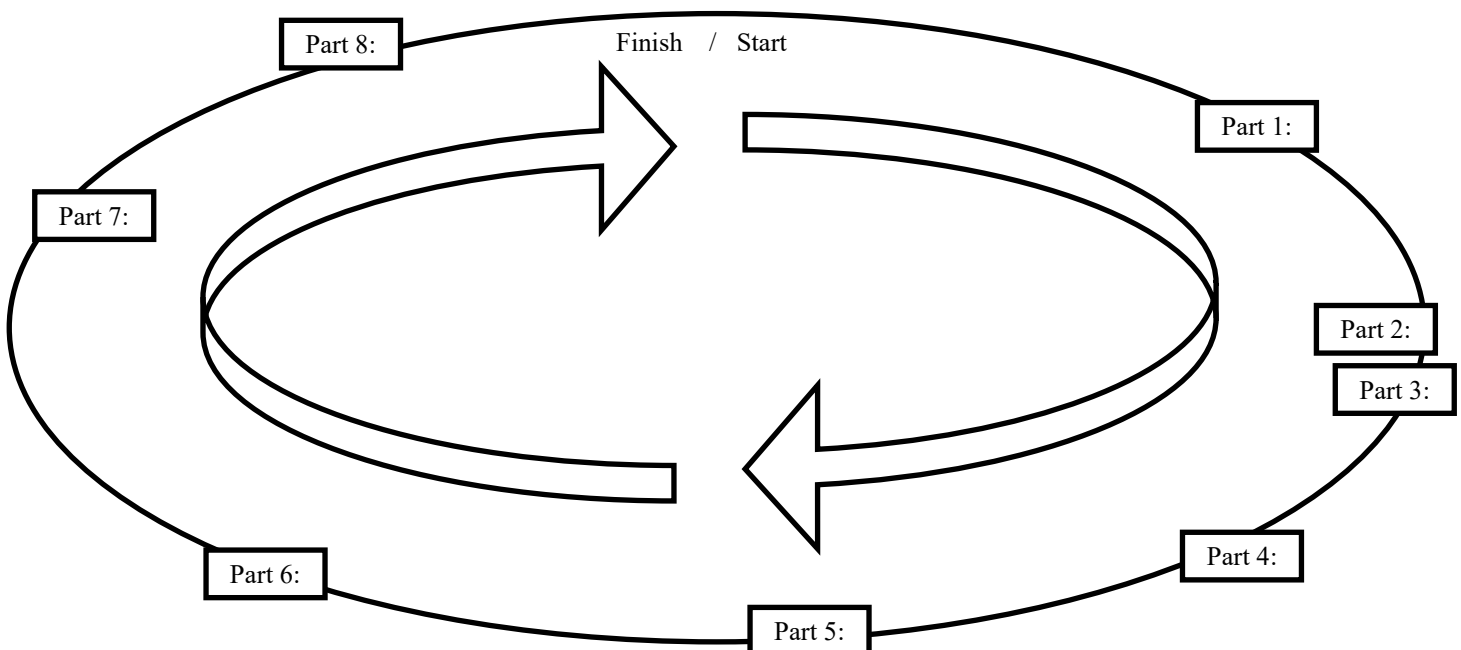
- |                         |                                     |  |
|-------------------------|-------------------------------------|--|
| • Part 1: Handgun.      | 3 steel targets.                    | 2 rounds each, must hit to move on.                                      |
| • Part 2: Patrol Rifle. | 3 IPSC. Close, mid, far.            | 1 shot to the A zone HEAD box of each target.                            |
| • Part 3: Patrol Rifle. | 1 IPSC                              | A Zone BODY Box 2 Shots standing. 2 Shots kneeling. 2 shots prone.       |
| • Part 4: Handgun.      | 2 steel targets. 1 large / 1 small. | Starting on large then small. 3 rounds each, must hit to move on.        |
| • Part 5: Patrol Rifle. | 3 IPSC.                             | 2 shots to A zone BODY box and 1 shot to A zone HEAD box of each target. |
| • Part 6: Patrol Rifle. | 2 IPSC.                             | 5 shots to A zone BODY box as fast as accurately possible.               |
| • Part 7: Handgun.      | 3 steel targets.                    | 2 rounds each, must hit to move on.                                      |
| • Part 8: Patrol Rifle. | Hostage target.                     | 1 shot to A zone head box.   |

Stage is over after the team collectively passes the stop point, or time runs out.

### SCORING:

⊕ Each drill is a 100% pass/fail. 10 points per passing drill.

**MAXIMUM NUMBER OF TEAM POINTS:** 80 points.



# Run & Gun - Field Course

Maximum Score of  
80 Points

Northern Michigan ERT

Isabella County EST (team 1)

Isabella County EST (team 2)

Northern Michigan Mutual Aid Task Force ERT (team 1).

Northern Michigan Mutual Aid Task Force ERT (team 2).

Detroit Police Department's SRT

City of Midland SWAT

MSP ES???

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3-126 Infantry Battalion