



Rules of Competition

General

American Heroes Challenge (AHC) charity tactical competition is open to any law enforcement, military, or professional security team that works and trains together regularly as a unit. Teams are selected and screened on a case-by-case basis to ensure the safety and integrity of the Challenge and the competitors.

Team Composition

AHC is a team event though some of the stages of competition might require team members to compete individually. Law enforcement teams must be current active sworn peace officers operating within their respective jurisdictions. Military teams must be active or reserve but all members must be from the same unit. Professional security team members must all be employed by the same company and their mission must encompass the skills sets necessary to compete in all of the stages of competition. Conglomerate/select/"all star ringer" teams are forbidden. All team members must actively work and train together regularly and be from the same department, unit, or company. For 2010, teams will consist of **FIVE** primary members and and **1** alternate who may be substituted for any one stage or to replace an injured team member. However, if an alternate starts a stage of competition the alternate must complete that stage in its entirety.

Team equipment

All teams must compete in body armor capable of stopping the caliber of pistol and rifle they will be utilizing in the competition. Body armor will be worn for all stage unless specifically noted for a particular event. All team members competing in the American Heroes Challenge are required to supply their own gear. Teams are expected to use duty gear as they would in the course of doing their job as a first responder or operator. Please refrain from using "race guns" or other competition only products. This is a competition based upon skill, tactics, fitness, and perseverance **NOT** specialty gear (see gear rules below). American Heroes Challenge will have limited quantities of gear for those that need to supplement their kit (please contact Ernie Beckwith 702-292-7298 with specific gear needs). Teams must start and end the competition with the same gear and load out (i.e.: hard armor plates are not to be removed for the obstacle course, etc.. Yes, we will be checking!) We are presently working with sponsors to supply ammunition. Stay tuned or contact Ernie Beckwith @ ernie@americanshooters.com. **Teams may use their own ammunition if they wish as long it is not armor penetrating. No steel core ammunition will be allowed.**

Required Gear List

- Body armor: soft armor and rifle rated ballistic plates able to stop the caliber of ammunition the team will be utilizing. Combined armor vests such as an Eagle CIRAS or Paraclete RAV style qualify as meeting the needs of both soft and rifle rated armor as long as they are equipped with **BOTH** types of armor.
- Ballistic Helmet (limited demo helmets available for use)

- Duty carbine/rifle with sling and 3 magazines
- Ammunition: 1000 rounds rifle, 1000 rounds pistol. 100 rounds for sniper rifle. Simunition firearms and ammunition will be provided by American Heroes Challenge
- Duty pistol with holster, belt or molle attached and 3 magazines
- Spare magazine pouches for both pistol and carbine belt or molle attached
- Med kit with tourniquet
- Hand held or weapon mounted light
- Gas/Protective Mask (limited masks available for use)
- Gloves
- Ear & eye protection, indoor and outdoor lenses needed
- Tactical BDU style uniform
- Boots or comfortable athletic footwear
- Ball cap or boonie hat.

Recommended Additional Gear

- Sun block
- Hydration system/water carrier (water will be provided)
- Foul weather clothing

Gear Rules / Restrictions

- Rifles/carbines if equipped with optics must use one type of optic for the entire match. Example: if you start the competition with an Aimpoint you cannot switch to a 10x Leupold for a stage with longer range shots. The penalty for such a violation is a disqualification of the team member's score and a 1 minute penalty added to the team.
- BDU's and armor both hard and soft will be worn for every stage of competition unless otherwise noted.
- ***ALL*** kit, unless otherwise stated by the needs of the stage, will be worn for every stage of competition.
- Flash bangs, smoke grenades, and other diversionary devices will be supplied by American Heroes Challenge.
- There will be no modifying of duty gear to make it competition specific, i.e.: taping thigh rig holsters to your thigh to keep them from moving, etc..

Safety

American Heroes Challenge is committed to providing both competitors and spectators with a safe environment for the event. American Heroes Challenge will conduct a "cold" range with all firearms slung, holstered, and made safe with empty chambers and no magazines inserted. Barrel flags will be provided and mandated by AHC staff. "Safe Areas" will be provided and clearly marked for clearing and maintaining firearms at key stage locations. Safety violations will **NOT BE TOLERATED** and teams and team members are subject to disqualification for a major safety violation (MSV). MSV= a gross unsafe act jeopardizing the team member, team, spectators, RSO's or any individual or structure such as an accidental discharge of a firearm, willful disregard of safety rules and/or instructions from safety or range personnel. Penalties for all MSV's = individual disqualification of the competitor. If an individual commits an MSV during a team event the violator's time and score will be disallowed and the team will be assessed a 1 minute penalty. A team that loses a teammate to an MSV can replace that team member with the alternate.

Scoring

Scoring Definitions

Bonus - defined amount of time subtracted from a Team Run Time as the result of hitting a bonus target.

Full Tactical Gear - each team member will wear an approved tactical uniform, tactical shoes/boots, ballistic helmet, armored vest, gear belt w/pistol, holster, magazine case and spare magazine.

Finish Box/Line - Line/Box that all competing team members and their equipment must cross/be in to stop Team Time clock.

Hit - knocking down, exploding or marking a designated target with a fired round.

Major Safety Violation (MSV) - Gross unsafe act such as accidental discharge of a weapon (discharge when not on a course or with non-competitors down range, willful disregard of safety rules and/or instructions from safety or range personnel). Penalty for all MSVs is individual disqualification from the competition. If it occurs during an event team loses individual and all his scoring targets and is assessed a one-minute penalty. Individual(s) who commit a MSV can be replaced for upcoming events.

Penalty - assignment of time due to a transgression of the rules and/or missed target.

- Missed targets add **15 seconds** each (hand gun and shoulder fired weapons)
- Pistol Bonus subtract **30 seconds** (shot must pass through bonus hole without knocking target over).
- Shooting victim/inappropriate target add **60 seconds** each shot.
- Scoring individual not completing course add **one minute** each man.
- Competitor missing required target add **30 seconds**.
- Dummy drag violation (not carried properly) add **30 seconds** .
- MSV, disqualification of individual and add **one minute** and loss of all DQ'd individuals target hits to team score

Scoring - All events will be scored based on time and hits. The formula will be:

Team Run Time + Penalties - Bonus = Total Time = (converted to) Team Points

Start Box/Line - Line/Box position behind/in, which all teams must be before the start command

Team Place - The rank order of a team based on Total Time for each event, fastest time is first, etc...slowest time last

Team Points - Awarded based on team's position (place in rank order of finish), with fastest team awarded 20 points, 2nd fastest 19 points and so forth. The team with the most points after all eight events will be declared winner, 2nd place, 3rd place as appropriate.

Team Run Time - Elapsed time from the start of an event until the last team member crosses the finish line with all of his individual equipment (assumes all other team members have previously crossed with all of their gear)

Total Time - Team Run Time + Penalty Time - Bonus Time = Total Time

Grievance / appeal Procedure

The six stage events are designed to provide an equally fair and objective challenge to the fitness, skills and leadership of competing teams. Unfair or unequal situations will be addressed in every possible way to ensure an equal playing field.

The **grievance procedure** is the process that must be followed to correct a mistake or unfair situation. All appeals will be addressed on a case-by-case basis and judged on their own merits.

Appeal - The request by a Team Leader for a review of a team/individual performance by the Course Marshal/Head RSO to determine if the run was fair and/or scored correctly. The Team Leader must make all appeals directly to the Course Marshal/Head RSO through the Team Leader before the team leaves the course and the next event/team run begins. Course Marshal/Head RSO rulings will be consulted with the Chief Judge and their decisions are **FINAL**.

Appeal Situations

1. Malfunction/failure of course equipment (not inclusive of team equipment).
2. Interference of team run by non-team member or incident that materially affects the fairness of the individual/team run

Equipment, weapons failures, ammunition mishaps, acts of god, weather, team mistakes or errors are not appeal situations.

The Team Leader will be stationed with the Scorer during their team's run. Following a team's run the Team Leader will escort the scoring officials as they count target hits and misses and penalties and calculate the team's score. Team Leaders will verify the score by initialing the team scorecard. If there are any discrepancies, Team Leaders must communicate these at this point in time.

Remedies

A successful appeal can result in only three outcomes:

1. Mistakes regarding target hits corrected
2. Errors in assigning penalties corrected
3. An unfair run ruling corrected by awarding a team an alibi run

The only remedy for an unfair run ruling will be a re-run after a reasonable rest period. Teams have the option to take the team's current Total Time or run the course again and take the new Total Time. Once a team runs the course on a re-run/alibi run that time will be the only allowable time (there is no option to retain the first run time upon which the appeal was based).