

ESTONIAN MILITARY ACADEMY RECONNAISSANCE COMPETITION 2024

COMPETITION GUIDELINES

1. GENERAL DESCRIPTION

The „Estonian Military Academy Reconnaissance Competition 2024“ is a military-sport intelligence competition where teams and opposing force (OPFOR) are given fictional background situations for completing tasks and performing counteractivities. The competition assesses the military knowledge and skills of teams and their members. The main organizer of the competition is the Estonian Military Academy (EMA) in cooperation with national defense structures and the civilian sector.

1.1. CONCEPT OF THE COMPETITION

The competition simulates a tactical operation and is divided into three stages: the first and third stages involve a march and solving checkpoint tasks, while the second stage involves completing the main task assigned to the team. The route is approximately 70 km in a straight line.

The route and its completion:

The entire route is considered a „hostile area“ for teams, except for security areas within a 500m radius of checkpoints.

The route passes through various terrains such as forests, open areas, swamps, populated areas, and agricultural areas. Teams must pass designated checkpoints and mailboxes in a specific order. Movement on the route is on foot without external assistance.

Teams must avoid contact with other teams outside the checkpoints.

Adding or reducing equipment on the route is prohibited.

Equipment checks may occur without prior warning.

Competitors must reach the finish line according to the schedule provided to them. The end of the competition is on March 17th (around 14.00).

Checkpoints and mailboxes:

Teams may enter the 500m radius of a checkpoint 15 minutes before the specified time.

Checkpoints (CP) are designated locations on the route for completing competition tasks. Preparation areas for the points are marked with a blue ribbon and are manned. Checkpoints use NATO phonetic alphabet names, e.g., CP A – ALPHA, CP B – BRAVO, CP C – CHARLIE, etc.

Mailboxes are manned terrain points between checkpoints, where tasks may not be assigned. Mailboxes are numbered according to the preceding checkpoint. For example, after passing checkpoint Alpha, the mailbox is named Alpha 1. Passing through mailboxes follows the later provided operational instructions, and it may not always be mandatory.

Passing through checkpoints is mandatory even in case of arriving late, unless the staff decides otherwise.

Upon reaching a checkpoint, a 10-minute preparation period begins. If a team is late, but arrives within the preparation time frame, the team can complete the checkpoint. If a team is late for the start of the task, but within the checkpoint passing time, the checkpoint judge decides whether the remaining time is sufficient for completing the task. If a team is late for the start of the task and is not allowed to complete it, the team is sent back to the route or to the next task where it can go within the time frame. The team is penalized with corresponding penalty points.

Team activities at the checkpoint:

Teams must reach the checkpoint according to the issued schedule (unless other orders are given by the organizers). The security area of the checkpoint is entered from a designated direction. If a team arrives at a checkpoint from a direction not designated for it, it is obliged to leave the checkpoint area and enter from the designated direction. Entering the preparation area before the scheduled time is prohibited. Watching other teams perform tasks at the checkpoint is forbidden. The preparation time includes familiarizing themselves with the task description at the checkpoint, receiving judge explanations if necessary, distributing the team's internal task, preparing for the task, and moving towards task completion. If the task requires the team representative's involvement, it takes place during the preparation time, in the designated area, and in the presence of the judge (judges marked with a reflective vest). The task completion time is a maximum of 10 minutes. If the task is not completed within the prescribed time, the competitors' activities are stopped.

**After completing or interrupting the task, the team moves immediately in the direction indicated by the judge to the route or to the next task. Movement in checkpoints is only allowed along marked paths. Adding or changing equipment and any other assistance (including information about the upcoming task) is prohibited.

2. OBJECTIVE AND SUB-OBJECTIVES OF THE COMPETITION

The objective of the competition is to determine the best team, enhance the military knowledge, skills, and cooperation of participating teams, and promote cooperation between structural units and allies.

Sub-objectives:

- identify the best teams capable of completing assigned tasks under physical and mental stress conditions;
- increase interest in physical fitness and military skills development;
- develop military cooperation and friendship between units of the Estonian Defence Forces and the Estonian Defence League through a military competition.

3. TIME AND PLACE

15th of March 16.00 until 17th of March 14.00.

The competition starts at the Kirna Training Center in Järva County and finishes at the Estonian Military Academy in Tartu County.

4. EVENT MANAGEMENT AND STRUCTURE

4.1. The structure of the event consists of the event organizer, event staff, judges, teams, and opposing forces (OPFOR).

5. PARTICIPANTS IN THE COMPETITION

5.1. Teams:

- up to 20 four-member teams can participate in the competition;
- a team can continue the competition with a minimum of three members;
- team 0 starts traversing the course two hours before the first team with the aim of checking the setup of checkpoints, posts, and caches.

5.2. Team Representative

Each team must have at least one representative who represents the team in administrative activities during the competition and solves any problems that arise for the team. Representatives can observe their team's performance at open checkpoints. At an open checkpoint, the representative can communicate with their team before passing the checkpoint.

5.3. Opposing Forces (OPFOR)

- The opposing forces are led by the opposing forces commander.
- Each team member has 10 life tags, amounting to 40 for the entire team.
- The main task of opposing forces is to disrupt the competitors' activities outside the checkpoint. They control the entire course (excluding a 500m radius around checkpoints). The 500m radius security zone around mailboxes does not apply. Opposing forces are marked with a visible red or orange ribbon. Opposing force vehicles must be marked with a visible red or orange ribbon on all sides.
- One opposing forces member can take one life tag, but they cannot take more life tags than the number of team members (except in special cases). If an opposing forces member gets closer than 20m, individuals within a 20m radius must stop and surrender a life tag.
- Competitors can win a firefight against opposing forces if there are more team members within a 100m radius than opposing forces members. In this case, affected opposing forces members are neutralized for 10 minutes. If a team takes a risk, but does not win the firefight, the team is obligated as specified in the previous sub-point. Information about teams violating this rule is communicated to the head referee, and if a violation is detected, the team is penalized with 8 life tags. This information reaches the team by the next checkpoint.
- Motorized opposing forces vehicles can be neutralized with an ambush. One ambush can neutralize one vehicle at a time. In this case, the vehicle and team are neutralized for 10 minutes.
- Opposing forces react to gunfire. If gunfire is from a distance greater than 20 meters, opposing forces move tactically. The pace of advancement depends on the density of gunfire.
- Every caught competitor is obligated to surrender one „life tag" for each apprehension.
- One „life tag" equals 10 penalty points.
- A team that has surrendered 20 „life tags" must designate one team member as dead, who must then discontinue the competition.
- If a competitor is caught in a reconnaissance target within a 500m radius, the apprehension costs 5 „life tags" and opposing forces have the right to capture the competitor until the end of the second stage.

5.4. Event Staff

- The staff is the event management body that directs and controls the course of the competition during the event and makes decisions as needed for the smooth conduct of the competition.
- The staff is led by the staff commander. The staff structure includes: S1, S2 (responsible for the course), S4, S5 (responsible for checkpoints), S6, opposing forces commander, rescue team commander, representative coordinator.
- The staff is mainly assembled from the personnel of the Estonian Military Academy.
- If necessary, representatives from other units of the Estonian Defence League are involved.

5.5. Competition Judges

- Competition judges are marked with a blue ribbon and include members of the Estonian Defence League and the Estonian Defence Forces. Judges are divided into point judges and opposing forces judges. The role of opposing forces judges is to support the identification of rule violations.
- In the absence of opposing forces judges, opposing forces members retain the right to perform the tasks assigned to them and take away life tags.

5.6. Supporting Structures for the Competition

- Real logistics is managed and organized by the S4 staff.

- Catering does not take place during the competition. Teams and representatives use their own food during the competition.
- First aid is organized by the competition medical service (EMA). A first aid point is located at the base camp, providing first aid 24/7. First aid is provided at all checkpoints. A rapid response unit of ambulance/medics is in constant readiness on the course and at the base camp. If needed, a team can receive first aid from opposing forces. No life tags are taken for receiving real aid.
- Two rescue teams are assembled to secure the course. Their tasks include evacuating teams or team members in distress, providing rapid first aid, etc. The activities of the rescue teams are led by the rescue team commander. Rescue teams are in constant readiness at the base camp or on the course; A rapid response brigade is on-site with the capability to provide transportation to Tartu Hospital if necessary.
- The personnel of checkpoints are designated by the competition staff, who prepare the tasks for the checkpoint;
- Communication and interaction with the media during the competition are the responsibility of the Estonian Military Academy communication and marketing group.

6. RESTRICTIONS

- Movement on cultivated fields is prohibited.
- Entering into firefight in settlements and within 300m of private houses is prohibited.
- Entering into firefight with unmarked individuals and vehicles from opposing forces is prohibited.
- Obstructing or disturbing civilian traffic through one's actions or firefights is prohibited. (Entering into firefight on roads without traffic is also prohibited.)
- Tactical activities and movements are prohibited on marked private properties and private lands without the owner's permission.

7. TASKS FOR TEAMS

7.1 Content and Structure of Tasks at Checkpoints.

- Application of military training-related knowledge and skills of competitors.
- Application of leadership and teamwork skills of competitors.
- Gathering and relaying information about the assigned „enemy” group, weapons, and activities.
- Solving tasks requiring academic knowledge of different content.
- Planning and executing tactical activities based on the operation order.

8. TEAMS ARE FORBIDDEN

In case of violating points 8 and 6, the head referee has the right to disqualify the team or impose penalty points. Additionally, violation of the obligations set out in sub-point 5.3 of the guidebook gives the head referee the right to impose penalty points.

1. Using transportation not specified in the competition guidelines on the course.
2. Using external assistance on the course and at checkpoints (i.e., replenishing, exchanging, renewing equipment, food aid, sleeping in the representative's bus, specific instructions about the course and checkpoints and mailboxes, etc.), unless instructed otherwise by judges.
3. Merging with other teams or exchanging information with other teams to simplify the course.
4. Violating the contents of mailboxes and caches and taking materials belonging to competing teams.
5. Using civilian footwear on the course and at checkpoints.
6. Using services of stores and catering establishments.
7. Disobeying orders from instructors and judges.
8. Removing or concealing the identifiers of competitors, units, and the country.
9. Changing team members during the competition.

8.1. TEAM REPRESENTATIVES ARE FORBIDDEN

1. Providing arbitrary external assistance, except essential first aid to any team, which must be immediately reported to the competition staff or a judge.
2. Moving on the course with their transport to assist teams (permitted movement is coordinated by the staff).
3. Disturbing the passage of teams or the completion of tasks by teams.
4. Disturbing the work of the staff and judges.
5. Movement of support personnel on the course is done with transport pre-registered in the mandate of the competition organizer. The presence of support personnel on the course near checkpoints and mailboxes not open to support personnel is prohibited. Going to and coming from the course is done as necessary only along roads marked on the map by the organizers.

9. LOGISTICAL ORGANIZATION OF THE COMPETITION

- 9.1. Accommodation - Provided by the organizer for representatives on the territory of the Kirna Training Center. Before competition accommodation is provided in Estonian Military Academy.
- 9.2. Catering - MRE package for competition are provided before. Water supplements are provided at checkpoints.
- 9.3. Transportation - For Participants transportation from Academy to the field are organized by Academy.
- 9.5. Communication - Communication and data- and emergency communication are provided to the organizers throughout the duration of the competition. The use of mobile phones is allowed. The necessary communication devices for the competition are provided by the organizer.
- 9.7. Base Camp - Territory prepared by the organizer, where the competition staff, parking for transport, etc., are located. The base camp establishes the rear of the competition. In the base camp, competitors must follow the rules set by the competition organizer.
- 9.8. Dress - Outdoor uniform with national insignia according to the season.
- 9.9. Equipment for Competitors - According to the equipment guide in Appendix 1.

10. REGISTRATION FOR THE COMPETITION

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Date for registration is 4th of March 2024.

11. GENERAL

Throughout the entire competition, all participants must adhere to the safety regulations of the defense forces and confirm their compliance by signing the safety briefing sheet. Competitors are obligated to monitor the health condition of their fellow competitors throughout the entire competition. In case of health issues, appropriate measures must be taken depending on the severity of the situation (either inform the judges or the competition staff or resolve the situation differently). While on the course, each competitor is responsible for their own life and health (participation in the competition is voluntary).

Organizers will do everything in their power to ensure the safety of the competitors. Competitors are prohibited from giving each other orders that may endanger the lives and health of fellow competitors. Competitors are obligated to provide first aid to all those in need that they notice during the competition and to inform the competition organizers, and if necessary, call 112.

12. RESULTS CALCULATION

Throughout the entire patrol competition course, teams must perform checkpoint tasks. A team can enter a checkpoint only at the time specified in the schedule for the completion of the task. During the preparation time specified in the schedule, the team is allowed to enter the preparation area (the preparation time is 10 minutes). Early entry into the preparation area before the time specified in the schedule is prohibited and results in penalty points (according to the size of the

mistake, 1 min = 1 penalty point). During the preparation time, familiarization with the checkpoint task takes place. The checkpoint time is intended for completing the task.

Penalty points are used to evaluate checkpoints. The team with the best result receives 0 penalty points for completing the checkpoint, and the team with the worst result receives 20 penalty points. The points for the remaining teams are calculated based on the formula below:

$$\text{PENALTY POINTS} = (x - k) * 20 / (a - k)$$

x = team's time/result

k = fastest time/best result

a = slowest time/worst result

For a team that does not complete the checkpoint within the specified time, exceeds the maximum time set for completing the checkpoint, 25 penalty points are assigned for completing the task.

If a team is late to the checkpoint after the start time of the task, but within the checkpoint completion time, it is up to the checkpoint judge to decide whether the remaining point time is sufficient for completing the point. If the judge allows the completion of the task, the time remaining for completing the task is: the maximum time for task completion minus the time delayed. In case of delay up to 10 minutes, the team receives penalty points according to the delayed minutes, starting from 10 minutes of delay, the team receives 10 penalty points for the delay. A team that arrives at the checkpoint after the point completion time, but within 60 minutes from the checkpoint completion time, is not allowed to complete the task, and 30 penalty points (10 penalty points for the delay and 20 penalty points for not completing the point) are assigned for this task. Delays exceeding 60 minutes are equated with not appearing at the checkpoint, and 40 penalty points are assigned to the team.

The head referee of the competition has the right to make a decision to skip the task or cancel the results if all teams fail to complete the checkpoint under equal and regular conditions.

13. PROTESTS

Protests are submitted in written format within 30 minutes after the team finishes the competition; later protests are not considered, and they are not satisfied. Protests are submitted to the head referee of the competition. The right to file a protest belongs to the team's representative/captain, who believes that the organizers have violated the points stipulated in the guidelines, their team has not been assessed impartially, or there were not equal conditions for completing the task. The protest must contain: a description of the event, the location, time, witnesses, and the goal to be achieved with the protest (e.g., canceling the result of the checkpoint, canceling penalty points for counteraction). If possible, the provision of the guidelines allegedly violated is indicated. To resolve protests, the head referee of the competition forms a three-member commission (head referee, staff leader, and chief organizer/assistant).

14. CONTACT

- Competition Head Referee
SFC Maarion Toonverk, mobile +372 5323 4222.
- S1
CDT Richard Julius Pertmann, mobile +372 5770 2815.
richardjulius.pertmann@mil.ee

15. OTHER

The organizers have the right to make changes to the competition guidelines and change competition areas as necessary. Teams will be informed of any changes.

For safety reasons, teams must wear eye and ear protection throughout the competition. Before the start of the competition, a meeting of representatives and team leaders will take place to clarify the competition guidelines.

NOTE! Organizers have the right to publish photos and video materials taken during the competition on the organization's website and communication channels.

NOTE! ORGANIZERS DO NOT BEAR RESPONSIBILITY FOR INJURIES CAUSED BY PARTICIPANTS IN THE INTELLIGENCE COMPETITION.