

Sniper Initiated Assault

COURSE:

- This event starts with one (1) Sniper and five (5) assaulters. The assaulters will start in box A. Sniper will start in box B. On the command of GO the sniper will run to the 100-yard line and load his/her precision rifle with two (2) rounds. Once at the 100-yard line the assault team will radio the snipers target to him/her. The assault team cannot radio the target until sniper has reached box. Once the sniper positively identifies their target the sniper will fire two rounds on the target.
- When the second shot is fired the assault team may leave box A and run to the 50-yard line box. The sniper will show a clear weapon with bolt to the rear and safety on. The sniper CAN NOT be behind the rifle while the assault team in forward of the rifle. Once all five (5) assaulters are in the 50-yard line box, three (3) assaulters may leave the box and go to the seven (7) yard line. Once at the seven (7) yard line the assaulters may load their weapon and put two (2) rounds on the same target they gave the sniper.
- When an assaulter is done shooting, they must show a range officer a clear weapon and can return to the 50-yard box. The assaulter will tag a waiting teammate and then proceed to the seven (7) yard line and shoot the same target that was given to the sniper.
- Once all assaulters have shot and showed a clear weapon they must go back to the 50-yard box. Once all assaulters are in the box they may return to box A. Once all assaulters have passed the sniper, he/she may get behind the rifle and load the weapon. Once all assaulters are in Box A, a team member will draw two more targets and communicate to the sniper via radio the targets.
- Sniper will put two (2) rounds on each target. Once all rounds have been shot, the sniper will show clear and return to box B with all their equipment to stop the clock.

EQUIPMENT

Sniper:

- 1 Sniper w/ Precision Rifle
- Five (5) carbines or submachine guns
- Pistol
- Eye and Ear protection

Ammo needed:

- 6 precision weapon rounds
- One mag of two (2) carbine or submachine gun rounds.
- 1 full pistol magazine.

All other competitors:

- Full Kit (Tac body armor and helmet)
- Duty Holster
- Eye and ear protection

PENALTIES

30sec: Misses or incorrect target

The sniper will have a total of six (6) rounds to engage his/her targets w/ a one (1) minute penalty for any misses. Sniper shots are full value only. Assaulter can cut the lines to be considered a hit.

Procedural violations will result in a ten second (10) penalty each.

DQ: if any shooters leave the shooting box with a loaded weapon, if anyone violates the 180-degree rule, any acts that are grossly unsafe to competitors, judges, or spectators.