

ADMIRAL PITKA RECON CHALLENGE 2018.
DIRECTIONS FOR OPFOR COUNTERACTIONS AND MOVEMENTS USING TRAILS

1. COMPETITOR MOVEMENTS USING TRAILS

Movements using trails is on foot (unless given directions to use another method to complete a task) and without any external assistance. This means that contact with other teams (including radio communication) and counteraction (with the exception of being caught) is forbidden. The adding to or decreasing of your equipment is not allowed on the trail except for water.

Only 1 team member may drop out. Exercise Head quarters must be notified immediately if a competitor drops out of the task. The movement must be stealthy using elements of nature. All roads are forbidden to be used (unless designated by the referee as part of the exercise) Crossing roads is allowed. The team can use paths, animal trails and passages under electrical lines (that means the team can use paths and roads that are marked with a broken line on the exercise map provided).

Large spaces must be employed between team members while moving because of booby traps (which may be placed on the trail at various spots). The rule with hidden mines is that if the group is bunched and a mine is triggered the whole team will be eliminated. With larger spaces there is also a lesser chance of the opponents slipping by. While moving, weapons are not to have live rounds but are to be in a ready to use state (magazines have blanks)

There must be constant control that weapons are cleaned. Weapons safety checks and cleaning checks may occur without warning at control points. The referee will determine the cleanliness of the weapons and will give demerit points where he deems so according to a grading scale chart. The weapons must be put into a pyramid grouping under guard (and not simply left on the ground) when arriving at the control point.

Pointing weapons at people is forbidden. When imitating live fire or when firing with blanks you must aim above the target chosen (this applies to vehicles and other similar objects as well)

Forbidden zones are marked on the map in red.

2. OPFOR COUNTERACTIONS

- a) To make the exercise more realistic an opposing force (OPFOR) conducting counteractions is employed. Units from the Defence Forces and Defence League are used for this roll. Exercise OPFOR will be manned by a company grouped together from various units. The OPFOR counteractions are led by the exercise staff head quarters S2.
- b) The main roll of the OPFOR counteractions is to control the movement of the competitors. They control all of the roads (except those roads and paths marked with a broken line on the exercise map.) OPFOR members have a yellow identification mark and their vehicles display a large letter F. Their activity boundries are not shown on the exercise map. When OPFOR operates in the field as a team, where it is obvious that it is an OPFOR unit, all of the OPFOR unit members are not required to wear yellow distinguishing marks. The yellow identification is required in all other situations. OPFOR counteractions may take place throughout the total exercise area.
- c) Any orders or commands given by OPFOR during the exercise must be forwarded via radio by their commander to the staff head quarters of the exercise so that Staff HQ can fixate the order and time it was issued.
- d) To capture a team OPFOR must have at least the same strength as the competing team (a minimum of 3 individuals, because the minimum team size is three competitors)
- e) The commander of OPFOR and the head referee may agree upon OPFOR 2 member patrols. This is decided at the beginning of the exercise.
- f) Joining other teams to increase your strength size is forbidden. If the role of the team is rescue operations, then OPFOR's opportunities are more complicated because the given conditional state owned territory can also be dangerous to them consequently

they must also hide and open patrols on the roads would be forbidden to them as well. The entire action must be built up on stealth movement under cover.

The team and any member is considered captured if:

1. There is less than 25m distance between OPFOR and the competing team as well as the competing team is not able to properly retreat under cover from OPFOR (booby traps and single camouflaged OPFOR may interfere with the retreat)
2. OPFOR has entered the team's camp or the team has mistakenly entered OPFOR territory.
3. The team has attempted to camouflage themselves to hinder contact with OPFOR but has remained defenseless too long, this means approx. 5 seconds or 25 meters without cover.
4. Arguments of „who fired on whom“ bears no weight because the team cannot „escape under fire“
5. If there is a referee close by, he decides who is the victor in any given situation.
6. In the case of disagreements the team has the right to have OPFOR call a referee who must appear upon this request. In this case the team must stay put until the referee arrives and gives his ruling on the incident. Later protests will be decided in due course.
7. Every team competitor must give up one „life ticket“ upon being captured.
8. 1 „life ticket“ equals 12 demerit points
9. Team members who have given up all 10 „life tickets“ and consequently have been captured 10 times are declared dead and must leave the exercise.
- 10. If a competitor walks/runs openly (without cover) during a recon objective he is taken „prisoner“. After which he is taken to the next control point where he can re-unite with his teammates. Capture costs the team member 3 „life tickets“**

3. CONTROL POINTS

Control points (CP) exist on the trail for teams to execute their assigned tasks. Points are marked and manned. The area around the Control points is a secure area, ensuring that other teams do not enter the area too early. OPFOR and any counteractions are forbidden from these secure areas.

A secure area with a radius of 500m exists around the control points, where OPFOR does not patrol. The team is not designated captured if:

- a) After contact between a competing team and OPFOR, the team has been able to immediately cease contact and leave the area.
- b) The team has stalked an OPFOR unit and conditionally eliminated them as well as they have not been found within 10 minutes (in this situation an OPFOR patrol may not alarm friendly forces because they are conditionally destroyed.)

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