

ADMIRAL PITKA RECON CHALLENGE 2019

INSTRUCTIONS

1. GENERAL INFORMATION

The Admiral Pitka Recon Challenge 2019 (hereinafter referred to as the competition) is an International military sports competition where teams (reconnaissance patrols) and counteraction (OPFOR) units are presented with the requisite fictitious scenario and background situations according to which they must complete their respective competition tasks. During the competition, the military training-related knowledge and skills of the teams and team members will be tested by means of participating in a reconnaissance patrol. 30 four-member reconnaissance patrol teams will participate in the competition.

The main organiser of the competition is the Estonian Defence League (EDL) in cooperation with Estonian national security agencies, ministries, private businesses, societies and associations together with international partners. The official language of the competition is English.

2. COMPETITION AIM AND OBJECTIVES

The aim of the competition is to determine the best team during the course of the competition, raise the level of military knowledge, skills and teamwork of participating teams, and promote cooperation between countries in the planning and organising of military-athletic events.

Objectives

- Determine the best teams able to complete the presented tasks under great physical strain and mentally stressful conditions;
- Test the military knowledge and skills of competitors;
- Exercise the planning and command and control procedures of the Competition Staff ;
- Practise cooperation within the international framework;
- Diversify and increase the frequency international military cooperation;
- Increase the sense of unity between units within the EDL command structure;
- Create opportunities by which to test contemporary military equipment and practical skills;
- Further develop the EDL as an organisation.

3. TIME AND PLACE

The competition will take place in VALGA County 04.-10.08.2019.
The competition will be conducted in three phases:

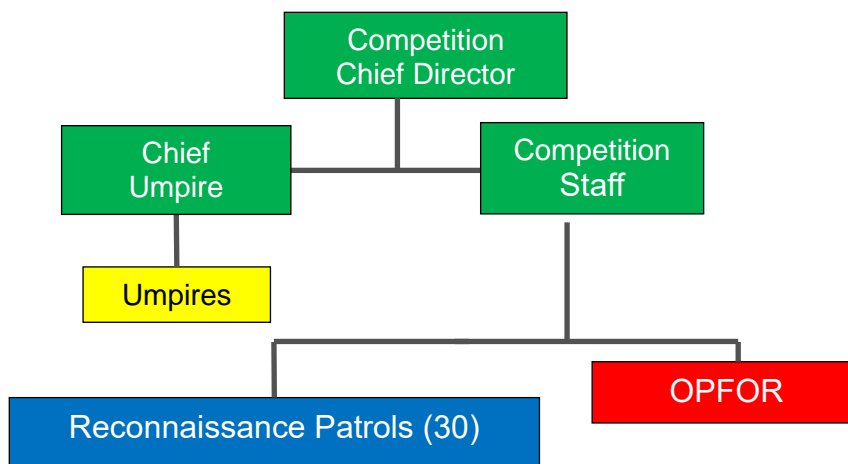
- PHASE I (04.-05.08.2019) – Competition Preparation
Objective: Achieve competition command, control and support capability. Setting up the base camp and establishing competition checkpoints. Complete the arrival of competitors and competition team staffs to the base camp. Conduct the presentation of the competition mandate to the teams.
- PHASE II (06.-09.08.2019) – CONDUCTING THE COMPETITION

Objective: The opening ceremony and start of the competition. Traversing competition route and completion of tasks at checkpoints.

- PHASE III (09.-10.08.2019) – Competition Conclusion
End of the competition and closing ceremony. Dismantling and clean-up of base camp and checkpoints termination

4. COMPETITION COMMAND, CONTROL AND STRUCTURE

4.1 The competition C2 structure is comprised of the competition chief director – Commander of the EDL, Competition Staff, arbitration board and umpires, own forces (competition teams), opposing forces (OPFOR), competition service and support structures.



5. COMPETITION PARTICIPANTS

5.1 Teams

- Up to 30 four-member teams can participate in the competition;
- The ratio of non-national to national teams is 1/3 to 2/3;
- A “0-Team” traverses the route two hours ahead of the first team.

5.2 Team Representative and Support Person

- Each team has one representative who will represent his/her team during the competition for administrative activities and resolve problems that have arisen for the team;
- Each team has one support person who will assist the team representative on logistical issues.

5.3 Opposing Force Activities (OPFOR)

- To make the exercise more realistic, a provisional opposing force (OPFOR) is used to simulate enemy force activities and actions. This role is played by subunits of the Estonian Defence Forces and Estonian Defence League. A consolidated company

is assembled to conduct OPFOR activities. Competition Staff S2 leads the OPFOR activities.

- The main task of OPFOR is to control and check the movement of competitors. They control all roads (except those roads and paths marked on the competition map with a dashed line). OPFOR identification markings are a yellow identification mark for personnel and a large yellow letter F for vehicles. Their areas of activity are not shown on competition team maps. When OPFOR operates on the terrain as unit so that it can be identified as an OPFOR unit, then it is not mandatory for all members of the unit to wear yellow identification markings. It is mandatory to wear a yellow identification marking in all other situations. OPFOR may operate in the entire area of the competition.
- Commands and orders issued by the OPFOR commander during the course of the competition must also be transmitted by radio to the competition staff so that the staff can record the content and the time of issue of the order.
- To capture a competition team, the OPFOR unit must be at least equal in strength to the team (therefore a minimum of three OPFOR members are required, since the minimum team size is three competitors).
- The commander of OPFOR and the Chief Umpire may also designate the size of the OPFOR patrol to be a 2-person patrol. This is decided at the beginning of the competition.
- The joining of teams to increase their strength size is forbidden. If the event's storyline stipulates a rescue operation, then OPFOR opportunities are also more complicated, as the territory of this fictitious country is also hostile to them, consequently they must also be concealed and open patrolling on roads is forbidden. All action must be based on concealed movement and ambushing.

5.3.3 The team and its members are considered to be captured if:

- The distance between the competitors and OPFOR on the terrain is less than 25 m and it is not possible for the team to covertly withdraw from OPFOR (a booby trap or an individual ambusher may also interfere with the withdrawal).
- OPFOR has entered the team encampment or the team has unknowingly entered OPFOR unit territory.
- The team has attempted to conceal itself in order to avoid contact with OPFOR, but has remained exposed too long, i.e. exposed for approximately 5 seconds in time or a distance of 25 meters.
- Disputes on the subject of "who shot whom" are not justified as the team cannot "shoot itself free".
- If there is an umpire nearby, he will decide who the actual winner is on the basis of how the situation has developed.
- In the case of disagreements, the team has the right to have OPFOR summon an umpire, who is obligated to appear on such a request. In this case, the team must remain in place and wait for the umpire's decision. Protests that are presented later will be resolved through the general protest procedure.
- Each competitor is obligated to give away one "life coupon" every time he/she is caught.
- 12 points are subtracted for every "life coupon" that has been given up.
- Competitors who have given up all of their 10 "life coupons", that is, have been captured or killed 10 times, are considered dead and must withdraw from the competition.
- If a competitor moves / runs openly in a reconnaissance objective, then he/she is taken "prisoner". The competitor will be held prisoner until the end of the assigned reconnaissance task time allotted for the team. After that, the competitor will be

taken to the next checkpoint where he/she can re-join the team. Getting captured costs 3 “life coupons”.

5.4 Competition Staff

- The Competition Staff is the governing body of the competition, and, if necessary, makes decisions to ensure the smooth conduct of the competition;
- The staff is led by the EDL Chief of Staff (COS). The staff structure is: S1, S2, S3, S4, S6, ASO-CIMIC;
- The staff is formed primarily by EDL Headquarters (HQ) personnel. If necessary, representatives from other units may be enlisted.

5.5 Competition Umpires

- Competition umpires are members of the EDL and Estonian Defence Forces (EDF) as well as international partners (Finland, Sweden, Norway, Denmark) who have appropriate experience and are invited by the EDL;
- International partners enter into agreement with the competition Chief Umpire and his deputy to participate as competition umpires.

5.6 Competition Service and Support Structures

- Base camp security is organised by the EDL HQ G2, which is led by the Competition Staff S2;
- Everyday real life support is organised and led by the Competition Staff S4;
- Base camp catering is organised by trained field kitchen personnel from the Naiskodukaitse (Women`s Voluntary Defence Organization);
- First aid is organised by the competition medical service (provided by the Estonian National Defence College). The first aid station is located in the base camp, providing first aid twenty-four hours a day. First aid is provided at all checkpoints. Emergency services/medical teams are positioned both on the competition route and in the base camp in a constant state of readiness. If necessary, first aid is also available from OPFOR personnel.
- A rescue team is formed to provide safety along the competition route. Its tasks are to evacuate competition teams or team members in distress, ensure prompt first aid, etc. The Competition Staff S3 leads the rescue team activities. The rescue team is positioned in the base camp and is in a constant state of readiness;
- Checkpoint teams are designated by the structural unit that prepares the checkpoint tasks;
- The Women`s Voluntary Defence Organization provides liaison personnel (LNO) to non-national teams.

5.7 Preconditions for Sub-Units Participating in the Competition

- The competition staff is completely formed up and prepared, thus ensuring command and control during the competition;
- Competition teams have undergone military training in accordance with the guidelines for participation in the competition race;
- The competition opposing force units (OPFOR) are completely operational and have completed military training according to the opposing force activity instructions,

which is necessary for participation in the competition. The main emphasis of opposing force unit (OPFOR) training is the execution of internal defence tasks;

- Personnel participating in the competition have been instructed according to safety regulations and environmental protection requirements.

6. CONCEPT OF THE COMPETITION

6.1 Competition Concept of Operations

The basis of the competition concept of operations is the competition scenario. The entire competition route is “Hostile Region” to the competition teams except for the checkpoints and security areas within a radius of 500 m around the centre of the checkpoint.

6.2 Competition Route and the Traversing of It

The length of the competition route is up to 90 km long as the crow flies. The route passes through open, swampy, built-up and agricultural areas. The route will be traversed in a specific order of checkpoints and coordination points. Movement on the route will be by foot without any outside means of assistance. Teams must move covertly, be camouflaged and avoid contact with OPFOR and other competition teams. Movement on roads is prohibited except the in cases stating differently in the competition Annex. Teams are allowed to use footpaths, woodland rides and the cleared ground below power lines (dashed lines on the competition maps indicating marked trails and roads). The crossing of roads is permitted.

Competition teams must move along the route with their weapons unloaded, however, they must still be combat ready (magazines are loaded with blank rounds). It is prohibited to point a weapon in the direction of another person. When simulating firing or firing blank rounds, the competitor must aim visibly higher than the intended target (including vehicles and other such targets).

It is prohibited to replenish and/or reduce the amount of equipment on the competition route. An equipment inspection can be carried out without any prior warning.

6.3 Checkpoints and Coordination Points

Checkpoints (CP) are locations established along the route where teams must complete competition tasks. The checkpoints are marked and manned. The naming convention for checkpoints is the NATO phonetic alphabet. For example - CP A is Alpha, CP B is Bravo, and CP C is Charlie, and so on.

Coordination points are manned points along the route without any task. Coordination points are numbered according to the previous checkpoint. Coordination points are located on the route in order to guide teams away from dangerous and prohibited areas (e.g. live fire areas).

There is a security perimeter around checkpoints with the aim to keep teams from approaching the checkpoint before the intended time. The positioning of OPFOR and OPFOR activities are prohibited in the security perimeter.

It is compulsory to pass through all checkpoints and coordination points, even if late, if not otherwise decided by the staff. Teams will be awarded penalty points if they do not appear at checkpoints.

6.4 Team Activities at Checkpoints

Teams must arrive at the checkpoint in accordance with the issued schedule. Teams must enter the security perimeter by designated direction not earlier than 15 minutes before the scheduled time. Teams must enter the checkpoint via the prescribed direction and according to the time schedule. If the team arrives at the checkpoint not according to the prescribed direction, it must exit the checkpoint area and re-enter according to the specified direction. It is forbidden for teams to monitor the completion of task by other teams at the checkpoint. If the team is late, it will not be permitted to perform its task but will be directed onwards to continue on the route or to the same checkpoint to complete the next task.

The arrival time of the team is recorded upon entering the checkpoint. To prepare for the task, teams are allotted 10 minutes preparation time, which is linked to the competition timetable. Preparation time includes team familiarisation with the checkpoint task description, explanations from the umpire if necessary, allocation of tasks within the team, preparation for the task and movement to the task execution start line. If completion of the task requires the involvement of the team representative then this will take place during the task preparation time at the task preparation location in the presence of an umpire. Task execution time is a maximum of 10 minutes.

If the task is not completed within the allotted time, then the competition team activity is terminated for this task. After either the completion or termination of the task, the team immediately will move onward in the direction indicated by the judge to the competition route or to the next task. Movement within the checkpoint is only allowed along marked paths. Drinking water is available at the checkpoint, if necessary. According to the need of control points, secured the drinking water. Replenishment or replacement of team member equipment, as well as any other form of aid (including information on the implementation of the forthcoming task, the carrying of equipment, etc.) is prohibited.

6.5 Reconnaissance Task Area

This is a predetermined operational area in the terrain, where it is necessary to complete the reconnaissance task. The teams are given the coordinates of a larger area, for example, 3x3 km. They must find the sought after object by their own means. The tasks presented to the teams are described in the intelligence order, which is issued to the teams prior to their entry into the reconnaissance task area.

6.6 The Remaining Route

Remaining territory - is territory that remains outside checkpoints, coordination points and terrain stated in the operation order, although it is still part of the territory that competition organisers have designated for movement from one checkpoint to another (according to the competition route map). This territory is also an important part of the competition route and denotes conditional OPFOR territory, where actual OPFOR activity may occur.

7. TASKS FOR RECONNAISSANCE PATROLS

7.1 Main Tasks:

- Task-based stealthy movement in OPFOR occupied terrain both day and night according to the given schedule and coordinates;
- Evading contact with OPFOR forces together with collection and transmission of information concerning OPFOR;
- Completion of tasks at checkpoints.

7.2 Task Content and Structure at Checkpoints:

- Testing the competitors' military training-related knowledge and skills;
- Testing the competitors' leadership and teamwork skills;
- The collection of information concerning the "OPFOR" unit's organisation, weapons, and activities of the information and the transmission of this information to "Own Forces";
- The solving of operational problems arising from situation-based reconnaissance patrol activities (e.g. the administering of first aid to a wounded or injured comrade, etc.).

8. RECONNAISSANCE COMPETITION LOGISTICAL ARRANGEMENTS

8.1 Accommodation – The competition organisers assure accommodation in base camp tents for non-national Teams only for the duration of the competition. If non-national Teams want, they can bring their own tents. National teams must bring their own tents. Participants must bring their own accommodation equipment (mat, sleeping bag, toiletries, etc.).

8.2 Catering – The Competition organisers will provide catering at the base camp only for the duration of the competition. Competition teams must carry their own food during the competition.

8.3 Transportation – Each country will be responsible for the transportation expenses of its team to and from Estonia as well as inside Estonia. Competition organisers will provide support (LNO, if needed) to the non-national teams from their point of arrival to the competition site and back.

8.4 First aid - The first aid station is located at the base camp, which provides round-the-clock emergency care. The availability of first aid is ensured at all checkpoints along the competition route. If necessary, the team may receive first aid from OPFOR (such emergency contact with OPFOR will not be penalised).

8.5 Communications – Competition teams are provided field radios by the competition organisers (in accordance to the competition mandate). Mobile phone use is permitted.

8.6 Safety measures – Emergency services/medical teams are positioned both on the competition route and in the base camp in a constant state of readiness. The entire competition route is safeguarded by two a four-member rescue team, which is in a constant state of readiness.

8.7 Base camp – An area prepared by the competition organisers where the competition headquarters, participants' accommodation and catering as well as the vehicle parking lot, etc., is located. The base camp is set up by the competition service and support and safeguarded by the Base camp security. Rules established by the competition organisers must be observed while in the base camp. The Base Camp set up at LÜLLEMÄE Primary School, South-Estonia 04.08.2019 – 17.00 (<http://www.kaitseliit.ee/en/pitkachallenge>).

8.8 Competitors' dress – Seasonal combat uniform will be worn.

8.9 Competitors' equipment – Equipment must be in accordance with instructions of competitors' mandatory equipment.

9. RECONNAISSANCE COMPETITION REGISTRATION

Defence League teams gain admission to participate in the competition through participation in preliminary military sports competitions run by their district staff. Internally, Defence League teams will be submitted to competition through their district headquarters through whom the participants' names are submitted to the EDL HQ personnel department by the designated date (see paragraph 11).

Independent of the list mentioned above, the previous year's winning team is directly entered into the competition. Similarly, one Women's Voluntary Defence Organization team is also entered directly.

Up to 10 non-national teams are permitted to participate in the competition. One team from each country can participate unless decided otherwise by the organisers. Participants' names are submitted to national and non-national point of contact (POC) by the designated date (see paragraph 11).

National and non-national team registration is to be completed NLT 28.06.2019 as per the points of contact list below in point 11.

Mandate of the competition teams at the base camp 05.08.2019 – 11.00-16.30.

10. GENERAL POINTS

All participants must observe the competition safety regulations throughout the entire competition period and personally sign the safety regulation sheet to confirm acknowledgement and compliance.

Competitors are required to monitor the state of health of their fellow teammates throughout the entire competition. Appropriate measures must be taken, depending on the seriousness of the situation, should a health disorder appear (either inform the umpires, competition headquarters, or otherwise resolve the situation).

Each competition participant is responsible for his or her own life and health while on the competition route (participation in the competition is voluntary). The competition organisers will do their utmost to ensure the safety of competitors.

Competitors are not allowed to give instructions or orders to each other, which could endanger the lives and health of fellow competitors.

Competitors are required to provide first aid to all those in need who they encounter during the competition and shall subsequently inform the competition organisers.

11. CONTACT

- Non-National Point of Contact (POC), Non-National Team Registration
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