

ADMIRAL PITKA RECON CHALLENGE 2024 (APRC24)

ANNEX E. INSTRUCTIONS

1. General information

The Admiral Pitka Recon Challenge (APRC) 2024 (hereinafter referred to as competition) is an international military sports competition where teams (long distance reconnaissance patrols) and opposing force (OPFOR) units are presented with a fictional scenario and background situations according to which they must complete the competition. The competition take place on public and private land, which entails restrictions.

Up to 30 four-member reconnaissance patrol teams can participate in the competition. The list of teams will be compiled on first come first serve basis.

The organiser of the competition is the Estonian Defence League (EDL), Regional Command South. The official language of the competition is English.

2. Aim and objectives

The aim of the competition is to determine the best reconnaissance patrol team.

Objectives:

- Determine the best team which completes the presented tasks under great physical strain and mentally stressful conditions;
- Test the military knowledge and skills of competitors;
- Practice cooperation within the international framework;
- Increase the international military cooperation.

3. Time and place

The competition takes place in South-Estonia, Võrumaa County, from 14th to 17th of August 2024. Competition main campus locates in Estonian Defence Forces (EDF) training are Nursipalu (grid 35VME 9111 0848, <https://maps.app.goo.gl/PRVS6VkaAoEM4UxA9>).

Competition participants have to arrive and check-in 12th of August from 18:00-19:00pm Estonian time. Estonian (EST) teams have to arrive no later than 13th of August at 08:30am. EST teams have also the possibility to check in on the 12th. See also **APPENDIX E-5**.

4. Competition participants

4.1 Competition teams

- Up to 30 four-member teams
- The ratio of foreign teams to Estonian teams is 1 to 1
- Team completes the competition if at least three members finish
- One of four team members must be a team leader who represents the team in mandate and during the competition;

4.2 Section composition

- Team leader/ intelligence specialist;
- Medic;
- Sapper;
- Drone operator;

4.3 Skills for the competition team:

- Good physical fitness and swimming skills;
- Handling Russian made firearms: AK-74, AKS-74U, PM;
- Knowledge of different maps and grids (MRGS);
- Live fire shooting skills. See **APPENDIX E-3**;
- Skill in the use of explosives, fuses, blasting caps, TNT explosives;
- Knowhow about the Russian land forces (structure, weapons, vehicles etc);
- Teamwork;
- Analyse OPORD;
- Leadership in intense situations;
- Medical skills (Tactical Combat Casualty Care, (TCCC));
- Recce skills (including drawing enemy layout and filling out the documentation – SALUTER report)
- Procedures of ordering indirect fire (CUF – call for fire)
- Use of drones (real certificates needed). See **APPENDIX E-6**.
- Knowledge of signal procedures
- Knowledge of building radio antennas and usage of cipher
- Able to use SIGNAL application
- River crossings with rope

4.4 Team representative/driver

- Each team must have one (1) administrative representative/driver who arranges real life support for the team during the competition.
- Only one representative is allowed in the base campus.
- The representative must be in good physical shape and needs a skill to operate with different maps and compass in the field.
- All the representative will have a competition to choose their teams starting order. Also there will be given extra points which will be added to the total points of APRC24.

4.5 Rules for OPFOR and BLUEFOR

- **See APPENDIX E-2**

5. Concept of the competition

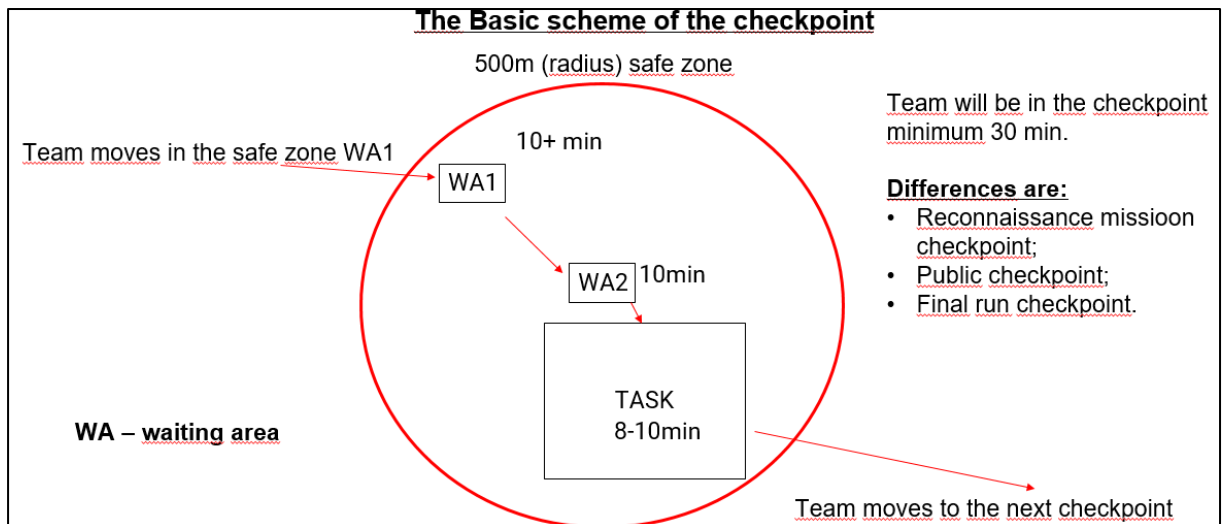
5.1 The competition is conducted according to the scenario. Small recce unit is tasked to conduct area reconnaissance operation behind enemy lines. Scheme of maneuver is: 1. Battle preparation, 2. Infill to the AoO (Area of Operation), 3. Area reconnaissance, 4. Exfill from AoO.

5.2 Area east from FLOT (forward line of troops) is considered a “hostile territory” except safe areas (marked as OPSBOX) around Check Points. Boundaries are marked on the competition overlay.

5.3 The total length of the competition is approximately 100 km. The route passes through open, swampy, built-up and agricultural areas.

5.4 Movement is only on foot without any outside means of assistance. Other movement means are organized only by competition staff. Teams must move under cover, be camouflaged and avoid contact with the OPFOR. It is not allowed to move in areas which are restricted, marked in the competition map. Violation of private property is forbidden. Movement on/through growing grain fields is prohibited and subject to legal sanctions;

- 5.5 Competition teams must move along the route with their weapons loaded with blank ammunition and blank fire adapters attached.
- 5.6 All participants must follow the competition safety regulations throughout the entire competition period and personally sign the signature sheet to confirm acknowledgement and compliance with the regulations. The signature sheet has to be signed during the competition mandate;
- 5.7 Mandatory equipment is listed in **APPENDIX E-1**.
- 5.8 It is prohibited to refill and/or reduce the amount of equipment on the competition route. An equipment inspection can be carried out without any prior warning.
- 5.9 Checkpoints (CP) are the locations established along the given operation route where the teams must complete specific competition tasks;
- 5.10 It is compulsory to pass through all the checkpoints
- 5.11 Checkpoints are protected with 500m radius "safe zone" (see also basic scheme of the checkpoint)
 - 5.11.1 There is no OPFOR activity inside safe zone (except recce task).
 - 5.11.2 Movement within the checkpoint is only allowed along marked paths or guided by umpire.
- 5.12 Checkpoints layout inside "safe zone".
 - 5.12.1 Waiting area 1 (WA1)
 - 5.12.1.1 Coordinates and entry direction are given to WA1.
 - 5.12.1.2 Teams have 8-10 minutes, which is linked to the competition timetable, to rest and refill water.
 - 5.12.1.3 If team arrives earlier, then they have more resting time.
 - 5.12.1.4 Timetable is present in WA1 which shows when team can enter WA2 (marked or guided by umpire).
 - 5.12.1.5 Next CP coordinates are given at WA1
 - 5.12.2 Waiting area 2 (WA2)
 - 5.12.2.1 Teams have 10 minutes preparation time, which is linked to the competition timetable. Preparation time includes the familiarisation with the task description and allocation of tasks within the team, preparation for the task and movement to the task execution start line;
 - 5.12.3 Task area
 - 5.12.3.1 Time for the task is mainly 8-10 min (there are exceptions)
 - 5.12.3.2 If the task is not completed within time, the competition team activity is terminated for this task by the umpire.
 - 5.12.3.3 After either the completion or termination of the task, the team immediately moves onward in the direction indicated by the umpire.
- 5.13 If team is late to checkpoint,
 - 5.13.1 Minimum time is **5 min** to read the task description in WA2 and still go for the task.
 - 5.13.2 Being late **5 min** or more to WA2 will result in 0 points.
- 5.14 The teams will receive a FRAGO, intelligence collection plan (ICP) and designated named area of interests (NAI-s). They must conduct intelligence preparation of battlespace (IPB) and analyse the terrain and enemy in order to mark down likely enemy positions and find the enemy. Then complete a SALUTER report with a scheme of enemy positions.



6. Evaluation and Scoring (See APPENDIX E-4)

6.1 Disqualified from the competition - A competitor that has lost or surrendered all life vouchers, is considered “dead” and is disqualified from the competition. If 2 or more members of a team withdraw, the entire team is disqualified from the competition. The team representative is responsible for bringing the disqualified competitor to the base camp area and report it to the competition HQ (Headquarters).

7. Logistical arrangements

- 7.1 Accommodation – The competition organisers will provide (squad)-tents with electricity (240V, 50Hz) for the accommodation in the base camp. Accommodation is available only for the duration of the competition (12th -17th of August 24). If teams wish, they can bring along their own tents. Accommodation equipment (mat, sleeping bag, toiletries etc.) is teams own responsibility.
- 7.2 Catering – before and after competition active stage catering is organized and provided by field kitchen team. Competition teams must bring along and carry their own food/MRE-s during the competition on the track;
- 7.3 Drinking water is available in base camp and all checkpoints (WA 1);
- 7.4 Transportation – each team is responsible for its transportation means and expenses to and from Estonia, as well inside Estonia.
- 7.5 The medical support station is located in the base camp (Nursipalu) and OPFOR base camp (Rõuge), which provides 24/7 emergency care. If necessary, the team receives emergency first aid from OPFOR (such emergency contact with OPFOR will not be penalised). In all other cases throughout the competition, teams must be self-sufficient by medical supplies to take care of their medical hygiene. Medical resupply is not allowed or organized;
- 7.6 Competitors are required to monitor the state of health of each other 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);
- 7.7 All teams (all members and representatives) must attend closing ceremony on 17th of August in Vastselliina Castle.
- 7.8 Dress code for the competition opening ceremonie is national battle dress uniform.

7.9 Base camp – an area prepared by the competition organizers where the competition headquarters, participants accommodation and catering as well as the vehicle parking lot, etc., is located. Rules established by the competition organizers must be followed while in base camp;

8. Media and press

The whole competition will be recorded (photo, video) by the organiser. The representatives of the teams must coordinate with the organiser any photography and filming on the race course. Internal and external media will be coordinated with EDL, Regional Command South press officer.

9. Competition registration

9.1 The official registration of the competition teams will start on the **01st of April, 2024** and will end on the **30th of April, 2024** or when the available spots are full. The registration will be open on the competition web page

<http://www.kaitseliit.ee/en/pitkachallenge>

9.2 All participation teams have to provide UAV data no later than 01st of July. See **APPENDIX E-10**.

NB! All participants must read through safety regulations (APPENDIX E-7), fill the safety regulation sheet (APPENDIX E-8) and return the safety sheet back to the organisers on site.

10. OPSEC and security. See APPENDIX E-9

11. Related Appendixes to APRC24 instructions:

APPENDIX E-1 / Competitors Mandatory Equipment

APPENDIX E-2 / Rules for OPFOR and BLUEFOR

APPENDIX E-3 / Live shooting description

APPENDIX E-4 / Evaluation and scoring

APPENDIX E-5 / Daily Timetable

APPENDIX E-6 / Requirements for UAV and remote pilot

APPENDIX E-7 / Safety regulations

APPENDIX E-8 / Safety regulation sheet

APPENDIX E-9 / OPSEC and security

APPENDIX E-10 / UAV data sheet

12. Contact information

Officer with Primary Responsibility (OPR)

OF2 TANEL PÕLDSEPP

+372 58705995 tanel.poldsepp@kaitseliit.ee

- Non-Estonian teams' Point of Contact (POC), Anu KÜTT
International Relations Specialist
+ 372 53095980 anu.kutt@kaitseliit.ee