



TTPOA Competition Rules

These rules are the base and foundation of the TTPOA SWAT Competition and the Pirkle Sniper Competition. Each event briefing may adjust or clarify these rules further for each specific event. The TTPOA Competitions aims to foster relationships within the SWAT community in a safe, competitive, and professional environment. The goal is to also learn new techniques, see new equipment, physically and mentally challenge each competitor, and challenge shot accuracy to determine who is this year's winning team and recipient of the Rocky Rojas Grand Trophy or Kelley Pirkle Grand Trophy.

The Competition aims to create events similar to tactical call outs requiring competitors to think and work as a team, while keeping the competitive playing field level. Events are typically blind and teams will receive a briefing the evening prior to the events. Once at the event, each team will receive any additional or last-minute changes to the event or course of fire by a range officer. Then that team will have 60 seconds for questions. After 60 seconds, the range officer will answer no further questions about the course, and the team will head to the start line.

General Scoring Information:

Scoring for each event will be based on the Team's fastest total time after all penalties have been accessed.

At the end of the Competition, after all the main events are completed, the team's total time will be calculated by adding all their event times together after all penalties, disqualifications (DQ), did not finish (DNF), and did not compete (DNC) have been assessed.

The team with the fastest overall time wins the entire competition.

Time is recorded to the 100th of a second. Timers will use two stopwatches to time a team during an event and will record the faster of the two times as the Team's finishing "raw" time before any penalties are calculated. If one timer fails to operate or

malfunctions, the other timer will be recorded as the Team's finishing "raw" time before any penalties are calculated.

A team representative will sign the score sheet after reviewing the raw time and penalties assessed (or in the case of a digital device acknowledging the raw score). This will be done immediately after the course is completed as time is of the essence to reset the range and keep the events moving. If a team fails to sign the score sheet or acknowledge the score by walking off, forgetting to sign, or refusing to sign the score sheet, then the signature block will be marked with "Refused" or "Not Present." Final event times are calculated in the command post and posted at the end of that event or at the end of the day. (No team members/coaches are allowed inside the command post.)

Ranking:

Teams will be ranked for each event by fastest overall time. Ranking will be posted for each event at the end of that event or by the end of the day. Also, at the end of each day, a daily ranking of the overall times for all completed events will be posted. Event ranking and daily ranking of teams have no bearing on the overall Competition winner and are merely to show the current standings and to decipher which team took first, second, or third in that event.

Penalties and Misses:

Shot Misses:

When shooting at standing steel targets, a miss is failing to knock the target off the stand when on a stand. Or failing to knock a target flat when on a plate rack. Spinning, rocking, or nicking the target is not considered a hit on standing steel.

When shooting hanging/stationary steel targets, it is considered a hit when the shot causes the target to visibly move out of its initial state due to bullet impact or there is an undeniable bullet impact marking on the steel target.

When shooting paper or cardboard targets, a target miss is failing to place a round inside the designated target hit area. The scoring area of the bullet strike is the measurable diameter of the bullet per a USPSA overlay card. Tears outside that bullet diameter will be considered a miss.

Carbine Rifle Miss	30 sec.
Pistol Miss	30 sec.
Sniper Rifle Miss	1 min.
No Shoot target	5 min.

Procedurals:

A procedural is a violation of the instructions in the brief. Here are some examples of a procedural depending on the event: leaving equipment (other than magazines) on the course, not following the correct path of the course, shooting more rounds than called for, or violating instructions of a brief.

Procedurals	30 sec.
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Shooting Positions:

Shooting positions may be specified in a stage of an event. Some events may not specify a shooting position, only that the rifle or pistol must be shot in a specific way (for ex. through a port in a barricade) and any position is acceptable to make that shot through the port. But, to clarify shooting positions they are as follows:

Prone: laying down on your stomach and taking a shot. Feet may be flat, on toes, or up in the air. Prone may also be on your side with your hips and shoulder touching the ground.

Sitting: butt is on the ground

Kneeling: Kneeling may be one knee down or two knees down on the ground/shooting position and butt is off the ground. Butt, may be on the shooters foot or heel or touching nothing.

Standing: only your feet are on the ground or platform. No other part of the body can touch the ground. No squatting or crouching.

Strong Hand: holding only the weapon with your dominant hand.

Off Dominate/Weak Hand: holding your pistol with only your non-dominate hand or opposite hand other than your Strong Hand or shouldering your rifle on your non-dominant side (refer to event briefing for additional details).

If a competitor fails to shoot in the required correct position (ex. prone vs kneeling) and hits the target, the hit will be considered a miss. This will only be a miss vs a miss and a procedural so long as there are no safety issues. If there is a safety issue an RO will intervene and stop the shooter.

Incorrect positional shooting	Miss
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If a competitor does not shoot from the correct shooting box, line, or designated area and hits the target, it will be considered a miss. The shooter must be in the box, at the line, or at the designated position specified in the event briefing. This will only be a miss vs a miss and a procedural so long as there are no safety issues. If there is a safety issue an RO will intervene and stop the shooter (for example shooting forward of the line/box with teammates behind the shooter).

Shooting outside the designated shooting area	Miss
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Clearing a weapon:

Safety is a priority during the TTPOA SWAT Competition. The weapon is considered clear when the magazine is out of the weapon and the chamber is clear of any brass or ammo. A Range Officer (RO) may stop a competitor at any time to verify the weapon is clear and/or safe during an event. When permitted to move with a loaded weapon, the weapon must be on safe or holstered unless specified elsewhere. In some cases the RO may be required to visually inspect the chamber of a weapon before allowing a competitor to move from a shooting position.

Minor Safety Violations:

Here are some examples of minor safety violations: moving while the weapon/rifle is not on safe, moving while a pistol is unholstered outside the designated shooting area (early presentation of a pistol before in the designated shooting area, or late holstering of a pistol when leaving the designated shooting area), dropping an **empty** firearm (pistol falls out of holster or sling breaks on rifle, etc.), any reckless weapons handling, or any other safety violation not listed.

Minor Safety	30 Sec
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No one is allowed on the berms on the range at any time. Stay off all range berms unless the event specifies. Stay off all ranges unless it is your time to compete.

Major Safety Violation:

A major safety violation will cause that competitor to be automatically disqualified (DQ) from that event. The team will receive a DQ score for that event.

Examples of a major safety violation are: dropping and/or losing control of a loaded firearm, having an accidental discharge (AD)/negligent discharge (ND), pointing a loaded weapon at a person, “lasing” a person with a loaded weapon, having no control of a loaded weapon, swinging a loaded weapon 180 degrees from the specified downrange shooting area or bank of targets, or any other major safety violation not listed.

Major Safety	Disqualified
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No loaded weapon may swing freely and the competitor must maintain a grip on the weapon when loaded.

NOTE: If a weapon malfunctions, a competitor can work through the malfunction while pointed down range. If the malfunction cannot be corrected and the weapon is possibly still loaded or unable to be unloaded, the competitor will inform the range officer and set the weapon on the ground, pointing downrange or safely hand it off to the range officer. There will be no penalty for the malfunction outside of any missed targets. Competitors can borrow any equipment from any team member however they cannot shoot another competitor's rounds.

If a team has an AD or ND outside the event course and/or while on the event grounds or in the hotel, that team will be disqualified from the Competition and asked to leave the Competition. It is the duty of the TL to self-report the firearm discharge to the event coordinator.

“Dry Firing” on the event grounds is prohibited.

Most of the AD's and ND's have occurred due to a competitor practicing a draw, checking sight alignment, or doing a quick dry fire. Do not dry fire any weapon on the event grounds, this is not the time to be doing that. Don't let that be you; it will cost your team the Competition and put others at risk. Practice that off the event grounds and ensure your weapon is unloaded.

If you have a weapon issue in between events. Get with a TTPOA staff member and they can get you to a berm or clearing barrel to assist with clearing a pistol, pulling the trigger in order to break the weapon down.

O-course Event:

The O-course event is based on completing the obstacle properly. If the competitor or team does not do the obstacle properly, they will be sent back to the start of that obstacle to redo it. The penalty is the loss of time in having to redo that obstacle.

Each competitor must do each obstacle properly. If a competitor cannot do the obstacle properly, they must make 3 valid attempts to complete it. If they still cannot do it, they are then assessed for a **5 min.** penalty per competitor, per obstacle not completed. But, may continue on with the course.

If a team member helps another member after they have already done the obstacle, they will have to redo the obstacle and every obstacle after that even if they previously completed them. If a team is on the course and about to be passed by a team gaining from behind, the team in front will yield the course to the team behind them immediately. All team members must be present in order to pass a team/team member in front of them. If a passed team/team member starts to pick up their pace and attempts to pass the team that passed them, they still must yield obstacles to that team that originally passed them.

No team may bring or use special equipment on the O-course event. For example: no carabiners, ropes, or harnesses. Outside of normal competition clothing, team members may wear gloves, sunglasses, or a hat during this event.

Obstacle Failure	5 min.
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Teams:

Teams are composed of 6 members. Most events will involve anywhere from 1-5 members of the team. The sixth member of the team not competing in an event will be considered the “alternate.” The alternate can change before the start of each event. A team of only 5 members may also register and compete, a 6th member is not required. But, 5 members is the minimum to register and compete in the SWAT Competition.

Also, if an event calls for 5 members to compete and one of the 5 members is injured and cannot compete and they do not have an alternate, the team will receive a Did Not Compete (DNC) score for that event.

Team members may not change once registration and check-in are completed on the opening day of the competition. One team member may not sub for a different team, even if an agency brought two teams to compete in that year's Competition.

Members of a team must be certified state or federal police officers, active military, or in some cases honorably retired from either. Out-of-state teams and foreign police or military police teams are welcome to register and compete.

Coaches:

Each team is authorized to have one paid/registered coach for the TTPOA SWAT Competition. That coach is not authorized to compete in the TTPOA SWAT Competition.

A coach may shadow the team on the course in some areas designated by staff but are not required to. Once the event begins for that team and/or that team is on the course, the coach **may not speak or “communicate” in any way and may ONLY observe**. It is the team's job at this time to remember the course of fire, the direction of the course, the number of rounds, etc. Speaking or communicating with body language, even if to cheer or encourage the team, will be considered a penalty for the coach. TTPOA Staff reserves the right to define what constitutes “communication” for each violation.

A coach communicating while your team is on the course will be a **5 minute penalty** per violation of this rule. This rule also applies to teams that do not have a coach and allow their alternate to shadow the team, film, or photograph anywhere on the course. If you choose to be there, be silent until all the team members cross the finish line. This does not apply to coaches behind the spectator's line or in an area authorized for spectators.

The coach or a team member is authorized to sign the score sheet at the end of the event.

Coaches Violation	5 min.
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Spectators:

The SWAT Competition and Vendor Show is not open to the general public. Certain spectators and visitors are allowed at the TTPOA SWAT Competition and Vendor Show. Spectators and/or visitors must provide law enforcement credentials (state or federal) at the gate or may enter as a guest of a law enforcement member or competitor. Family members of the competitors are allowed and encouraged but must be escorted in by a credentialed officer. Officers in uniform/plain clothes may also visit the vendor show and spectate. Spectators and visitors may not enter any courses and must stay behind marked areas. Eyes and ear protection are encouraged for visitors near the events. Failing to comply with these rules will be grounds to have that person removed from the event site.

Appeal Process:

Teams that would like to appeal a judge's call, a penalty assessed, or any other issue may file a **Formal Appeal** by putting the appeal on paper. The appeal must be on paper and delivered to the TTPOA Representative at that event within 1 hour of that team's completion of the event in dispute. That representative will route it to the appropriate TTPOA Board Member.

Arguing with the range officer or judge will not be tolerated. Competitors and coaches must show courtesy and professionalism, and emotional outbursts will not be tolerated. Those who cannot control their emotional outbursts will be asked to leave the facility or event grounds.

The appeal should list the team name and be specific about what is being appealed. It must be signed by the competitor or listed coach for that team. Another team may not file an appeal on a different team's behalf. If the appeal is decided in the competing/appealing team's favor, they will be allowed another appeal during the competition.

If the appeal is not decided in their favor of that team, that will be the only appeal that team may file during the competition.

# of Appeals	
Team Formal Appeal	1
Appeal is Denied	No more appeals
Appeal is Awarded	1

Appeals are reviewed by the Competition Director/Committee

Appeals based on weather conditions (for ex. wet/dry) or outside lighting conditions (for ex. position of the sun/cloud cover) during an event will not be a valid appeal.

Rules for Cease Fire

To keep things moving during the competition, some events may have a "CEASE FIRE" time built into the event. This command will be given at a designated time prescribed in the event brief or at the starting area of that event.

For example, if the cease fire time for a certain event is 5 minutes. And if you have not completed the event at the 5 min mark, a "CEASE FIRE!" command will be given by an RO. The team's "raw time" will continue to run on the clock and the team must stop firing and move to the designated finish area where their time will stop (or as described by that event brief).

Any shots taken during or after the command of ‘CEASE FIRE!’ will be considered a miss. It is no surprise what the cease fire time is for that event because it will be given to the team in advance of starting the event. Manage your time appropriately. (Also, for safety reasons a cease fire can be called at any time. If a safety cease fire should occur, the time kept from the shooter will be taken off the final run time.

Rules for DNF, DQ, and DNC

Did Not Finish (DNF)

The definition of did not finish (DNF) is when a participant or team who is competing in an event starts the event with all of its required members for that event and does not finish the event due to a medical reason, injury, or voluntary withdrawal.

Example:

DNF teams will be ranked after the last place finishing team. The DNF team time will be the last place team’s time that is finished (after all the last place team’s penalties are assessed). Plus an additional **3-minute** penalty and any other penalties incurred on the course, i.e. targets left standing or not hit, or never engaged due to failure to complete the course, procedurals assessed, etc.

Example: Using 33 teams competing in this example.

Placing	Team	Penalties Assessed	Final Time
30 th place (last finishing team)	Team A	11m:30s:00ms (raw finish time) + 6 min in course penalties	17:30:00
31 st place DNF	Team B	17m:30s:00ms + 3 min. DNF + 3 min in course penalties	23:30:00
32 nd place DNF	Team C	17m:30s:00ms + 3 min. DNF + 4 min in course penalties	24:30:00
33 rd place DNF	Team D	17m:30s:00ms + 3 min. DNF + 5 min in course penalties	25:30:00

Disqualified Teams (DQ)

The definition of a team that is disqualified (DQ) from an event is when a participant is officially stopped from taking part in a particular event of the Competition due to a major

safety violation, cheating, or specified rule violation covering DQ's. Teams that are disqualified in an event are ranked last place **+5 minutes**. This means they are ranked behind any last-place team that finished. That time will be the DQ teams raw time +5 minutes. The DQ teams misses or other penalties are not assessed. If there is a team that DNF that will be the DQ teams raw time. If there is more than one DNF, the last place DNF time will be the DQ teams raw time +5 minutes.

Example: using 33 teams competing in this example.

Placing	Team	Penalties Assessed	Final Time
30 th place (last finishing team)	Team E	11m:30s:00ms (raw finish time) + 6 min in course penalties	17:30:00
31 st place DNF	Team F	17m:30s:00ms + 3 min. DNF + 3 min in course penalties	23:30:00
32 nd place DQ	Team G	23m:30s:00ms + 5 min. DQ penalty	30:30:00
32 nd place DQ	Team H	23m:30s:00ms + 5 min. DQ penalty	30:30:00

If any DQ teams with the same final time after all penalties are assessed are tied, both teams will receive the same ranking for that event (see tied teams below).

Did Not Compete (DNC)

If a team **did not compete (DNC)** in an event, for example: does not show up for an event that day, does not have enough team members for that event, or for whatever reason cannot compete in that event, they will be scored with a did not compete (DNC) in that event. Their time for that event will be the last place team **+10 Minutes** after all DNF's and DQ's final times are calculated but may continue to compete for the rest of the Competition.

Example: using 33 teams competing in this example.

Placing	Team	Penalties Assessed	Final Time
30 th place (last finishing team)	Team E	11m:30s:00ms (raw finish time) + 6 min in course penalties	17:30:00

31 st place DNF	Team F	17m:30s:00ms + 3 min. DNF + 3 min in course penalties	23:30:00
32 nd place DQ	Team G	23m:30s:00ms + 5 min. DQ penalty	28:30:00
33 rd place DNC	Team H	28m:30s:00ms + 10 min. DNC penalty	38:30:00

Tied Teams:

Teams that tie in an event down to the 100th of the second will be ranked for that event as tied. That ranking is only for the event and/or daily ranking and does not affect the competition's overall winner. The team's total time for all events will determine the overall winner. Although the tied teams for that event will both receive the same ranking in that event that day, how it is displayed that day in that order has no bearing or weight and will typically be listed by whichever tied team competed before the other team.

Example: two teams out of 33 tied in an event

Placing	Team	Penalties Assessed	Final Time
9 th place	Team E	5m:00s:00ms (raw finish time) + 1 min in course penalties	6:00:00
10 th place (tied)	Team F	5m:30s:01ms + 1 min in course penalties	6:30:01
10 th place (tied)	Team G	4m:30s:01ms + 2 min. in course penalties	6:30:01
11 th place	Team H	5m:00s:00ms + 2 min. in course penalties	7:00:00

After the entire SWAT Competition and after all scores have been calculated, two team's total times have tied down to the 100th of the second. The tie-breaker or deciding factor will be the team's o-course event time. Whichever team has the faster of the two times will win.

And if in the rare occurrence that time (o-course) is a tie as well down to the 100th of a second, then the tie breaker will be the team that has the least penalty time assessed by totaling all that team's time penalties received during the Competition.

Note for trophies in a tie: if two teams tie in an event down to the 100th of the second and they are tied for either the position of 1st, 2nd, or 3rd, the team will select a member from the team to

compete against the other tied team member in a shoot off to break that tie and take the trophy home.

Pirkle Sniper Challenge Tie Breaker

After the entire Sniper Challenge and after all scores have been calculated, two team's total times have tied down to the 100th of the second. The tie-breaker or deciding factor will be a shoot off.

Awards:

Trophies:

Trophies will be given out for each main event for 1st, 2nd, and 3rd places in the TTPOA SWAT Competition. The team with the fastest times after all penalties have been assessed in the top three positions will be awarded a trophy for that event at the end of the competition.

The team that wins the overall SWAT Competition will also receive the traveling Rocky Rojas Grand Trophy and maintain and/or display it for 1 year back at their agency. The Rocky Rojas trophy will be returned to the TTPOA shortly before the next TTPOA SWAT Competition. The Rocky Rojas trophy is the property of the TTPOA.

After all events and scoring are complete, an awards ceremony will be held on the last day of the SWAT Competition.

Trophies will be given for the overall winning teams in 1st, 2nd, and 3rd in the Kelley Pirkle Sniper Competition. The overall winning team will also receive the traveling Kelley Pirkle Sniper Competition trophy to maintain and display for 1 year back at their agency. This trophy will be returned prior to the next competition. This trophy is the property of the TTPOA.

Prizes:

Prizes will be given to the top overall teams based on vendor participation. Vendors donate prizes and vary year to year on how many team places receive prizes. The Winner of the TTPOA SWAT Competition receives an automatic spot to compete in SWAT Roundup International (SRI) in Orlando, Florida. The winning team will receive free travel to and from Orlando, a free entry fee to the competition, and a free hotel stay in the Orlando area.

Weapons and Equipment:

Each Competitor is required to have at a minimum the following equipment:

- Eye protection
- Ear protection
- Soft body armor (or plate carrier and plates if you prefer to run with those)
- BDU style pants
- Boots / Athletic shoe
- Pistol (optional red dot^{**})
- Pistol belt with retention holster
- 3 pistol mags
- AR style rifle (optional magnifier or Variable/LVPO ^{*}) No Bipods
- 3 rifle mags
- Gas mask w/ operational filter
- Bump helmet or Kevlar helmet

Additional Equipment:

- Sniper rifle with scope (one per team)
- Range finder optional (sniper/spotter)
- Binoculars optional (sniper/spotter)

30 days before the competition, registered teams will receive additional information if further special equipment is needed for that year's event, for example items that may be needed:

- Rappel gloves
- Figure 8
- Rappel harness
- Fast rope gloves
- Flashbang holder/pouch
- Total round count
- Etc.

LPVO's (Low Power Variable Optics or Magnifiers):

In order to keep in line with industry standards, **assaulters rifles can now have magnification or a magnifier on their sighting system from 1x up to 10x power ONLY.** No LPVO's, variable optics, or magnifier can be above 10x power.

Only sniper rifles may have and use magnification over 10x power on their rifles. Sniper rifles are only permitted on certain events and cannot be substituted for an assaulter's weapon on a course of fire (unless an event specifies that). Optics should be agency or department approved (or their equivalent).

If a competitor has an optic that is greater than 10x and is not the designated sniper for that event, they will not be allowed to compete with that optic. If it was later determined

that an optic was used in violation of this rule a 30 second penalty will be assessed to that shooter per shot/hit/miss.

LPVO violation	30 sec.
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**** Teams may carry red dot optics on their pistols without magnification if they are department or agency approved (or their equivalent).**

Your gear should be operational gear/weapons and/or its equivalent – no special competition guns or race guns will be permitted.

Holsters:

No Serpa style holster will be allowed by competitors due to safety issues and negligent discharges occurring with that holster. Having any inferior grade holster or lack of reliable retention may cause minor or major safety violations.

For example, holsters not authorized:



When traveling to and from an event on the event grounds, **all competitors' weapons will be empty and on safe or holstered with no magazines inserted into the weapons.** The competing competitors will be told when to insert a magazine and/or when to make the weapon hot at the start of each event. This will be done in a controlled environment at the direction of a range officer.

Competitors and coaches must sign a waiver(s) to participate in the competition.