

STANDARD OPERATIONAL PROCEDURE

Introduction

The SOP is meant for competitors as well as for organizers and other parties, who are engaged with military sporting competitions organized by the Erna society. The instruction consists of:

- a) the overview, aims and participation rules for the competitions organized by the society
- b) information on competition structure and positions
- c) basic applicable standards for the competitions
- d) the basics of evaluation
- e) safety instructions

The SOP does not contain any materials for a specific competition. The annexes for separate competitions will be published at www.erna.ee and will cover the information related to that specific competition.

GENERAL

The competitions organized by Erna society are long-range reconnaissance competitions. The duration can be from 24 hours to 1 week.

The main activities at the competition are:

1. Moving in disguise cross country at daytime and night according to specified timetable and grids.
2. Avoiding „enemy“ forces and obtaining and delivering information about them.
3. Military tasks under high physical and psychological tension.

Additional activities may cover the following areas:

1. Locating and „rescuing“ hostages
2. Locating „missing in action“ groups
3. Teamwork tasks
4. Knowing international military laws
5. Knowing military history etc

The public display skills (e.g. beach landing in Kolga bay) are not evaluated as part of the competition.

The competitions are organized by Erna society in cooperation with local law enforcement agencies and Ministry of Defense, Ministry of Internal Affairs and Foreign Ministry.

The official languages of the competitions are Estonian and English.

All the competitions organized by the society are financed by the government of Estonia and sponsors.

Aims

- a) Determine the best teams who can complete tasks under high physical tension.
- b) Develop international military co-operation through military sporting events.
- c) Provide opportunities for interested parties for testing new equipment as well as military skills.

CONCEPTION

The tasks are meant for 4 competitors. The minimum size of a team on trail is 3 competitors (annex 2). The trail area is „hostile area“ for the teams, except for checkpoints and 1 km area around them. The teams have to move tactically right, use camouflage and not use open paths to avoid contact with „enemy“. The prohibited areas are roads marked on 1:50000, those can only be crossed (except for paths marked with dotted lines). The teams will receive their warning order at least 31 days prior the mandate of the competition. In mandate and at the following briefing the teams will be given all necessary operational information compiled by „E2“ and „E3“ (annex 1). The trail will be passed on foot by the team, while moving the terrain characteristics have to be used to camouflage from the „enemy“ (annex 3). The trail is passed as single recon/rescue group i.e. the co-operation between teams is prohibited. Communication between teams and with team support persons is also prohibited (except for on trail in the specified location under the surveillance of an umpire). If the size of the team is 4 competitors then only 1 competitor is allowed to retire from the competition. If there are 3 competitors left in the team and in case more people retire the whole team has to discontinue the competition. The only items other competitors can take from the equipment of the retired competitor are food and ammunition. The team is using only the food they have with them. Helping the team with additional food and/or water is prohibited (except for if allowed by the instructions for the specific competition).

COMPETITION SUPPORT

ACCOMMODATION – During competitions that last longer than 48 hours the Erna society will provide accommodation in a tent camp for all accredited foreign participants. During competitions lasting less than 48 hours, the society will provide accommodation for the organizers and umpires. All teams will provide their own accommodation.

FOOD – All accredited participants will have warm meals three times a day. The teams on trail will use their own rations.

TRANSPORT – All foreign teams are responsible for the transportation to Estonia and back.

The team support vehicle will be registered in mandate. Only vehicles with car permit can enter the checkpoints. The car permit is issued to one vehicle only and this car can enter the checkpoint within the scheduled time. All the other team vehicles are not allowed to be in the checkpoint (except for during the beach landing display and open checkpoint).

FIRST AID – the base camp has a field hospital which provides 24/7 first aid support. All checkpoints have also first aid personnel present. The team can get first aid also from the counteraction forces if necessary (emergency related contact

with counteraction is not counted as a team caught by them). During a competition, which lasts less than 48 hours the first aid is provided by an ambulance unit.

SIGNALS – The participating teams will receive radios in mandate. The teams are allowed to use their own radios for team communication but their frequencies must be registered in Estonia. The communication with organizers, data and emergency communications are provided for the teams during the whole competition 24 hours a day.

SAFETY – There is an ambulance/medical team on constant standby on the trail and in base camp. The trail safety is provided by at least a 4-member search and rescue unit, who is also in constant readiness for giving assistance.

ANNEX 1

POSITIONS AND STRUCTURE

RESPONSIBLE POSITIONS:

Chief of organizers – The president of Erna society, who organizes the whole competition from planning to conclusions. His executive body is the organizing committee.

Organizing committee – The committee preparing and organizing the competition, whose members are appointed or invited by the Erna society.

Chief of the competition – senior officer invited by the Erna society, who runs and monitors the competition according to the principles stated by the society. His executive body is the Headquarters of the competition. The duration of his duty is one year (with at least one-year interval).

Chief of Staff of the competition – Senior officer from a foreign country invited by the Erna society, who coordinates the work of the competition Headquarters according to the principles and instructions stated by the society. Organizes and executes the daily staff briefings with the organizing committee, relays the orders and instructions from the chief of organizers and chief of the competition to necessary people. The duration of his duty is no more than four consecutive years (with at least one year interval).

Chief Umpire – Senior officer from a foreign country invited by the Erna society board, who runs and coordinates the work of the umpires according to the principles and instructions stated by the society.

STRUCTURE:

Competition HQ (hereafter HQ) – a managing body of the competition, leading and controlling the course of the competition based on principles and instructions devised by the society and if needed adopts operative resolutions necessary for normal conduct of the competition. The HQ must not adopt decisions changing the general nature of the competition, the trail and points calculation without the consent of the organizing committee. During the competition the HQ works round-the clock. Its duties are to:

1. Provide necessary support for the teams
2. Coordinate the activities of umpires and observers

3. Coordinate the activities of counteraction
4. Coordinate the activities of support units and co-operation with Police Board, Rescue Service, Environment Protection Board and other services.

All teams, support units, guests and observers are under the command of the competition HQ during the competition. HQ area is off limits for all team members, observers and guests.

HQ structure:

- **Public relations and Protocol service**
- **Personnel „E1“**
- **Trail „E2“**
- **Planning „E3“**
- **Logistics „E4“**
- **Umpires „E5“**
- **Signal „E6“**

ANNEX 2

PARTICIPATING IN THE COMPETITIONS

The team quota for each competition is different.

The best foreign country of a competition can apply for having two participating teams at the same competition next year. The best Estonian unit can apply for having two participating teams, one these has to be the team that participated the previous year and they are automatically included to the list of competitors. The unit, who has retired from the competition for two consecutive years cannot participate the next (third) year (except for if free slots are available in the list of registered participants), but can apply according to general requirements the year after that. One mixed team is allowed at each competition (team consisting of competitors from different units or countries). The mixed team must determine which unit's or country's name it will use.

“Erna Raid”:

Defense Forces	3 teams (in order of registration)
Ministry of Internal Affairs units	3 teams (1 border guard, 1 rescue board, 1 police)
Military Schools	2 teams
Reserve Structures	1 team
Defense League	3 teams + 1 team (women's corps, if completes Pre-Erna)
Last year's best Estonian team	1 team
Foreign teams	15 teams + 1 team (last year's best)
TOTAL	30 teams

15 + 1 foreign teams are allowed to participate in "Erna Raid". It means that one team from each country is allowed to participate, excluding cases in which the

management of the society has decided otherwise. If less than 12 foreign teams have registered, foreign countries are allowed to participate with another team within the limits of the quota based on their applications. If a country is represented with two teams, the right for the best foreign team is not extended to this country (this would mean yet another team). Thus, the maximum number of teams per a foreign country is two. If the quota for foreign teams has vacancies and there are countries in the waiting list who want to participate with three teams the quota will be filled with the applying team.

“Utria Dessant”:

Estonian teams	12 teams (in order of registration)
Mixed teams	1 team
Foreign teams	5 teams (in order of registration)
TOTAL	18 teams

All structures can fill the number of places planned for them according to their own discretion (arrange preliminary tests etc). If they do not take this opportunity, the Erna society will fill the planned places according to the order of receiving the applications. The rest of the received applications will be entered to the waiting list. If a team registered in the list of participants announces that it will not participate (written form, NLT than two weeks before the start of the competition), it will be substituted with the first team in the waiting list. Teams will also be excluded from the list of participants if they submit respective application in writing in time or if the required documentation does not arrive in time. Members of the team (no more than 2) can be changed no later than two weeks before the beginning of the competition. Specific deadlines will be established separately for each competition.

Teams

The participating teams consist of four competitors and two mandatory support persons i.e. total of six people. The foreign teams are allowed to have more people in their delegation. If one unit or country is bringing two teams, both of them must have two support persons. The team must consist of the members of the same subunit (except for one mixed team). The person, who has worked in the competition HQ, as an instructor or umpire during previous three years is not allowed to be part of a competing team. To ensure the principle of fair play, a team can suggest one support person to perform as an umpire under the command of the Chief Umpire. With this position, the person will no longer have the right of team support, meaning he cannot represent the team as a support person and can only communicate with the teams as an umpire. The support person registered as umpire will be transferred under the command of Chief Umpire from the moment of arrival. The press representative of a foreign team has to be registered in advance and from the mandate of the competition all rights and obligations of the press will apply.

ANNEX 3

TRAIL

The trail can be divided in three sections:

1. checkpoints and mailboxes
2. territory of the operational order (recce/rescue task)
3. rest of the trail

Movement on trail – The movement on trail is done on foot (if not stated differently in a specific task) and with no outside help. It means that contact with other teams (radio communication included) and counteraction (except for being caught by them) is prohibited. Adding or removing equipment on trail is also prohibited. Unexpected equipment checks can be executed in checkpoints with no prior warning.

Only one team member is allowed to retire. In that case, the competition HQ must be informed immediately. The movement must be done in disguise using the terrain features. All roads are prohibited (except for crossing roads or in case it is stated differently in the annex for the specific competition). Paths, firebreaks and power line areas are allowed to be used for moving (i.e. the paths and routes marked with dotted lines on the competition maps). While moving, the team members must keep a safe distance between themselves, as stepping on a booby trap (can be in various places on the trail) means the whole team is hit. Keeping distance between team members also means smaller probability of being caught by the enemy with the whole team. While moving, the weapons must be ready but not have live ammunition loaded. Carrying weapons in backpacks or harness' to make it easier to move is not allowed. The weapons must be kept clean. There might be unexpected safety and cleanliness inspections for the weapons in the checkpoints with no prior warning. Upon arrival to a checkpoint the weapons must be arranged in a pyramid (not leave lying on the ground) and the team must guard them. Aiming a weapon towards other people is strictly prohibited. When imitating shooting (or shooting with blank ammo), the weapon must be aimed visibly above the target (including vehicles and alike).

1. **Checkpoints (CP)** – are points on terrain, designated according to the scenario and time schedule of the competition, where the teams show their skills in weapon handling and performing different soldier's tasks. Information about checkpoints is disclosed to the teams as well as to observers and visitors the day before the competition starts.

Checkpoint names – NATO phonetic alphabet is used:

CP A – Alfa
CP B – Bravo
CP C – Charlie
etc

Activities of CP instructors – Checkpoint instructors are specialists in their purview, they build the specific task in the checkpoint (if necessary, in other places on trail), mark the area for performing the task and take care of the technical needs (tents, targets, mines etc). They man the checkpoint with personnel necessary for performing the task, secure the safe performance of the task, and observe that the task is performed correctly. Checkpoint instructors can test their task-readiness on the "0" team arriving two hours before the real competitors. During the task testing with „0“ team, the instructors explain the task details to the umpires and make sure all the umpires have understood it correctly. According to

testing results, they adjust the task if necessary, agree those adjustments with the trail master and inform the umpires respectively.

Activities of teams in checkpoints – The teams have to arrive to the checkpoints according to the timetables issued to them in mandate.

After entering the checkpoint, the team arrival time is registered at the task umpire (CPs with single task) or at the coordinator of the CP (CPs with multiple tasks). The time deviation on entering the CP can be +/- 5 minutes. If the team arrives to the CP from a not allowed direction, they have to leave the checkpoint area and re-enter from the designated place, making sure their route is not passing the danger areas of the checkpoint (e.g. shooting area).

Observing other teams' performance in checkpoints is prohibited. Being late for the task is not allowed. If a team is late for the task, they will not be allowed to perform the task but dispatched off to the trail or to the next task of the checkpoint. When arriving to the checkpoint in time, according to the schedule, the team has 10 minutes for preparation and moving to the area of the task. In the preparation area, the team makes necessary preparations according to the instructor's guidance and waits for the umpire to order the start of the task. On the designated time the umpire will order „Start“ and the team begins to perform the task. The time limit for the task is 10 minutes (if the specific task description does not state otherwise). If the time limit is exceeded, the task is stopped and the team receives maximum penalty points for this task. After the task is finished or discontinued, the team will move on to the trail according to the umpire's directions or to the next task. Moving in the checkpoint is done only on the marked routes. Drinking water will be provided in the checkpoint according to necessity. Resupplying own equipment as well as any kind of outside help (including information about the task to be performed, carrying equipment etc) is prohibited. In bigger checkpoints, there is a specified area for the teams for tidy-up, where the competitors can adjust their appearance and equipment and if necessary contact their support person (in the presence of an umpire).

NB! Arriving to checkpoints is mandatory even if late! Not showing up brings the team additional penalty points.

Activities of team support persons in checkpoints – Team support persons are allowed to be in the task area only at their team's task time. This means that if there is another team coming from the same unit or country the support person is not allowed to stay and watch this team's performance as well. Therefore the rule that each team has to have their own support persons. The duty of a support person in a checkpoint is to monitor the team and if necessary contact the team in the designated area in the presence of an umpire (e.g. issuing protests or any other problems). According to the nature of the task (if stated so in the competition description), assist the team to prepare for the task (e.g. preparation of the boat). Contacting the team is only allowed in the tidy-up area, which usually is located at the end of the checkpoint in a separately marked area.

Handling unpredictable situations – unpredictable situations might arise independently from the organizers' work (e.g. short-time extreme weather changes). If this situation arises and impedes the competitors, instructors and umpires from performing their tasks promptly and equally, the instructor of the respective task may propose to the chief of the competition to discontinue or

proceed the respective task. The chief of the competition together with the organizing committee will adopt the final decision.

Mailboxes

In between the checkpoints might be mailboxes. Passing the mailboxes is compulsory for all the team members. Skipping a mailbox or not doing it with the whole team brings penalty points. In all the mailboxes are umpires. The trail master and umpires have to be in the mailbox before the arrival of „0“ team. Mailboxes are numbered after the previous checkpoint. For instance, the first mailbox after checkpoint „Charlie“ is „Charlie 1“ (CP „C1“). Mailboxes are placed to the trail in order to provide additional information or tasks to the teams if necessary or to guide them away from danger areas (e.g. shooting areas), mailboxes help to direct the teams to follow the trail prepared by the organizers and therefore be under their surveillance.

2. Area of the operational order– The area on terrain, where the operational order received in mandate has to be executed (recon/rescue mission).

Activities of instructors in OPOD area – the task of the instructors is to establish a main camp (or any other object, according to the competition scenario) of the conditional enemy and guarantee real action on the object, imitating the situation mentioned in the scenario. Instructors of the task must not leave the object before the last team has reported about performing the task and left the territory.

Activities of competitors in OPOD area – A major part of the area on terrain is classified, i.e. unknown to teams. They are given approximate grid reference, but they have to find the object themselves. The time for performing the task varies from competition to competition (depending on the level of complicity). If the competition is longer than 4 days and nights, the time for performing the operational order includes up to 4 hours **compulsory** resting time.

As the operational order has been compiled as close to reality as possible, it is almost impossible that the competitors will complete it 100% within the given time limits. The organizers have determined a specific "price" for each object on the territory. Thus, the completion of the operational order will be assessed based on the totals of "the prices" of objects not found and mapped by the competitors. Directly before leaving the operational order's territory, the team is obliged to report over the radio about completion of the task's performance and departing from the territory.

It is strictly prohibited for teams' support persons to be present on the territory of the operational order or its immediate vicinity (up to 2 km). If this command is ignored the team will receive penalty which can include disqualification.

2. General territory– it is the territory, which remains outside the territory of checkpoints, mailboxes and the operational order, or this part of the trail, which the organizers have designated for moving from one checkpoint to the other. This territory is also an essential part of the competition and marks the conditional "enemy" territory, where exists real opportunity to meet counteraction forces. Skillful movement on terrain and making use of its peculiarities enables to avoid these contacts.

COUNTERACTION

In order to make the competition more realistic a conditional enemy or counteraction has been included. Units of the Estonian Defense Forces, the Estonian Defense League, and if necessary the Border Guard and Police will simulate the enemy. Their main role is to monitor the movement of the teams. They check all roads (excluding roads and paths marked by the dotted line). Members of the enemy counteraction forces wear yellow shoulder boards and yellow double F's on their vehicles. Their action area is not marked on the team's map. If counteraction is functioning as a unit and it is possible to detect them as a counteraction unit, then it is not necessary for all the unit members to wear counteraction yellow insignia. In any other situation, the yellow insignias are compulsory. If the police has been included to counteraction, their insignias are the police uniform, "POLITSEI" written on their vehicles and a blue headlight. Counteraction may operate only in their designated area. Counteraction has to forward orders and commands given during the competition to the competition headquarters over the radio to record the contents and time of the order. In order to capture a team, the counteraction unit has to be at least the same size as the team (thus, minimum of three people, because the minimum number of the team is three). The exception is traffic police units patrolling the roads and umpires, whose patrol unit size is not set. Uniting teams to form a bigger force is not allowed.

A team or its member is captured if:

- The distance between the competitors and counteraction is less than 25 m and the team has no opportunity to retreat in disguise (might be prevented by a single person ambush or booby-trap)
- Counteraction has entered the team's camping area or the team has entered counteraction area without knowing it
- The team has tried to keep in cover to avoid the contact with counteraction but has remained without protection for too long i.e. approx 5 seconds in time or 25 meters without disguise. On open areas, the distance between team and counteraction has to be at least 100 m to avoid contact. In case of limited visibility, it depends on the terrain.

The team is not captured if:

- After the unexpected contact between the team and counteraction, the team has succeeded in breaking contact and leave immediately.
- The team has ambushed the counteraction unit and „taken it down“ and not been found within 10 minutes (in this situation, the eliminated counteraction patrol is not allowed to call for assistance since they are considered „dead“)
- The contact has taken place outside the counteraction operational area (unless the counteraction is on deployment or relocation).

If the scenario of the competition prescribes a rescue operation, the opportunities of counteraction are also more complicated as the territory of the conditional country is hostile towards them as well. It means they also have to hide themselves and open patrolling on roads is prohibited. They have to create their

activities only on hidden movement and ambush. A common sentry is not an ambush. We are not going to have argument about "who shot who first" as the team has no possibility "to shoot themselves free". If there is an umpire near, he/she will decide based on the developed situation, who actually won the encounter. In case of disagreements, the team may have counteraction call an umpire, who is obliged to react to such call. In that case, the team also has to remain where it is and wait for the umpire's verdict. Later claims are solved in the form of a protest. Each captured competitor is obliged to give away one slip at each capture. Competitors, who have given away their all 10 slips i.e. being captured 10 times, will be considered dead and they have to retire from the competition.

ANY KIND OF PHYSICAL CONTACT IS PROHIBITED!

ANNEX 5

UMPIRES AND BASICS OF EVALUATION

The umpires are members (or reserve members) of foreign armed forces invited by the Erna society, who act upon the instructions issued by the society.

The main aims of the umpire's activities are:

- to ensure conduct of the competition in the "fair play" spirit
- to observe that all teams are ensured equal conditions for performing their tasks during the whole competition
- to assess the accuracy of task performance by teams and measure results

In order to achieve the aims established for them the umpires have to:

- maintain complete impartiality during the whole competition
- ensure that similar situations happening at different times are assessed equally
- precisely observe the instructions and orders of the chief umpire.

Umpires do not award penalty points but assess and solve situations and measure physical results respective to the character of tasks performed by the competitors (hits, performance time etc).

If the umpires have made a mistake while adopting decisions or measuring the results of the tasks, the decision will always be made in favor of the competitor, with the aim to compensate for the harm caused to the teams whose results were affected by the umpire's wrongful activity. The chief umpire together with the organizing committee, considering each case separately, will adopt the decision about a mistake on the umpire's side.

The protest commission, reporting about their findings to the organizing committee of the competition, will conduct additional surveillance on the umpire's work.

Chief umpire manages the activities of umpires by umpires' staff. The staff organizes, coordinates and controls the activities of umpires during the whole competition and provides movement of information between the headquarters and umpires. For this purpose, the staff has introduced an operational logbook, reflecting any activities of the umpires and information received by the umpires about the events on trail. Umpires receive all documents necessary for performing their tasks from the umpires' staff and return them immediately after having finished their task.

Based on the essence of their activities the umpires are divided into two major groups on trail:

- umpires observing the performance of tasks at control points
- patrols moving with counteraction units

Checkpoint umpires:

- follow the orders of checkpoint instructors
- observe the task performance of „0“ team to ensure equal evaluation of the competing teams
- Observe and assess the activities of teams, support persons and guests in their area of responsibility according to the principles set by the Erna society
- If necessary, assist the checkpoint instructors
- Ensure uninterrupted task performance
- Communicate with teams and assist in solving problems or relay them to umpire HQ
- Observe that the contact between team and support person is in accordance with the rules
- If necessary, inspect the equipment handed to the team by support person (if stated so in the instructions) is in accordance to the rules and does not contain prohibited items.

The checkpoint umpires must arrive to the checkpoint before the arrival of „0“ team to observe the task performance together with trail master and take necessary notes for task evaluation.

The chief umpire of a checkpoint receives materials needed for their work (protocols, task descriptions etc) from the umpires' HQ. After the checkpoint is closed he/she will immediately return the protocols to the HQ, from where they'll be forwarded to the computer center at the competition headquarters. Protocols have to be signed by the chief umpire of this task, who will also be responsible for the correctness of data provided therein (instructions for reflecting results and its accuracy shall be provided to the umpires' staff by the computer center).

Counteraction umpires:

- check how the competition instructions are followed outside the checkpoint area (mailboxes) and on the territory of the operational order
- solve controversial issues if necessary or mediate forwarding these issues to the umpires' HQ
- man the OPORD (recce/rescue task) object with a number of umpires, necessary for controlling and observing the activities
- provide counteraction with one or several (depending on the length of competition) patrols to ensure accurate observance of the instructions by counteraction units and solve or forward potential problems.

Equipment, transportation, and other similar issues of the umpires are a responsibility of the logistics group, subject to the umpires' HQ and co-operating with the logistics unit of the competition. Any logistic services to the umpires are performed at the main camp of the competition with the exception of patrols on counteraction and OPORD territory, who will be catered at the main camp of the respective unit. Umpires on trail must have the equipment for coping in field conditions with them.

Activities of umpires in checkpoints – Umpires observe the task performance and equal conditions in checkpoints according to the principles and instructions set by the Erna society. They dispatch the teams to task and stop the task if the time limit is exceeded. If necessary, they take the time spent for the task and can perform as task instructors. The umpires will receive the necessary documentation for the task from the Chief umpire. The umpires have to be in checkpoint NLT at the arrival time of „0“ team to review the task with the trail master before the real competitors arrive and to try out their own working routine.

Activities of umpires in OPORD area – To identify the contacts between teams and counteraction units, verify the correctness of actions on both sides and if necessary solve controversial issues on spot.

Basis for determining penalty points

Results of the competition are evaluated on the basis of penalty points and the winner of the competition is the team, who has the smallest number of penalty points.

In principle, two different types of situations are being imitated at the competition:

- situations in which the competitor might lose his/her life in case of an error (e.g. crossing a mined area) – each error brings up to twelve penalty points.
- tasks with the aim to destroy the enemy (e.g. shooting exercises) – each error brings up to three penalty points.

There is an exception in case of two tasks. In case of first aid task, the maximum number of penalty points is 90, in case of military equipment test, each wrong answer will give you 1 penalty point. Maximum penalty points may also change if the essence of a particular task requires changes.

For tasks where speed is counted, the following formula is used:

$$\frac{(\text{team time} - \text{best team time}) \times N}{\text{last team time} - \text{best team time}}$$

N – maximum possible number of penalty points from a task. According to the complicity of the task, this number may be up to 96.

If the team has three (3) members (minimum size) one-third (1/3) of the real time used for performing the task will be added to the team's performance time. This is done if the competitors perform the task one by one.

Penalty points for not fulfilling the operational order (recce or rescue task) are approximately equal to the total amount of adding up maximum penalty points for all other tasks. In case of partial fulfillment, the complicity of the task and accuracy of fulfillment is calculated.

The competitors will receive detailed instructions on each task in the checkpoint.

A specific time has been designated for teams to arrival at checkpoints. Deviation from the designated time can be +/- 5 minutes.

Early arrival to the checkpoint (mailbox) brings penalty points as follows:

More than	5 minutes	6 penalty points
	10 minutes	12 penalty points
	15 minutes	18 penalty points
	20 minutes	24 penalty points

If the team is more than 5 minutes late to the checkpoint, they will be awarded with 12 penalty points. If the team is more than 10 minutes late, it will not be permitted to perform the (first) task and in addition to the maximum number of penalty points for this task, it will be awarded with extra 24 penalty points. In case of being late to a checkpoint where more than one task has to be completed, those tasks which starting time has passed will not be performed and the team will receive maximum penalty points for these tasks plus additional 24 penalty points. Despite of the team being late for the checkpoint, it still has to go through the checkpoint (i.e. register at respective umpire). Otherwise, the team will receive maximum penalty points for all unperformed tasks plus extra 48 penalty points.

Teams are not allowed to wait for their scheduled time in the neutral zone of the checkpoint (1km area around the CP), they can wait outside the neutral zone. If they are caught, the checkpoint instructors and umpires have the right to collect one capture slip for each time they are caught and per each competitor. If a support person is in the CP's neutral zone prior to his team's arrival, it will be registered and this brings additional penalty points to the team.

All competitors have to pass through the mailboxes on trail. Each competitor, who did not pass through a mailbox, brings 12 penalty points to his/her team. Thus, for skipping a mailbox on trail, the team gets total 48 penalty points. The competitor, whose withdrawal has already been reported and who has already left the trail does not count.

Each competitor gets 10 counteraction capture slips with the value of 12 penalty points each. For losing the checkbook, the competitor (i.e. team) gets 120 penalty points. Competitors are provided with detailed instructions concerning counteraction at registration.

If one competitor withdraws, the team receives penalty points according to the instructions of the specific competition. In case of withdrawal of 2 competitors, the team cannot continue.

Each lost item of personal equipment (including the team's number) means 3 penalty points. For losing weapons, ammunition (incl the signal pistol and cartridges), the team's first aid kit, radio station and maps, the team is punished with 12 penalty points. Six (6) penalty points are awarded for an unclean weapon. For intentional destruction of equipment and auxiliary means necessary for performing a task the team will be awarded with 24 penalty points. Equipment check might occur several times during the competition.

For insufficient camouflage, the maximum number of penalty points is 3 per competitor (assessed at equipment check).

Upon being caught for moving on roads marked with a double line on a topographic map (1:50 000) for the first time, penalty points will be given according to the number of competitors on the road – 12 per competitor. If a team has repeatedly been discovered moving on roads, it might be disqualified.

In case of violations, not considered in this section, chief-of-staff of the competition will appoint a penalty on the basis of the chief umpire's proposal separately for each violation.

Protests

If a team has a controversial issue or situation, they can submit a protest. Protests can be submitted on the teams' rest area at a checkpoint or if the rest area is missing, in the waiting area. The protest has to be submitted in writing in Estonian or in English and it will be submitted to the checkpoint umpire. The protest has to

include the content, time, place and witnesses of the event. If possible, mention the violated provision of the competition instruction.

In order to start the protest, you have to pay the bail of 1000. - EEK to the competition headquarters. If the protest is satisfied, the money will be refunded to the team. A protest commission will be established for solving protests. The latest deadline for submitting protests is 30 minutes after the last team has finished.

ANNEX 6

SAFETY

As the competition trail is a high-risk area (approximately 50% of the route is over difficult terrain, soft ground and swamps) we urge all competitors (including support personnel) to read and implement these rules. This is necessary to ensure the safety of all competitors en-route.

GENERAL:

1. All competitors are required to check out each other's physical condition throughout the competition. If it is apparent that a competitor's physical condition has deteriorated, then depending on the seriousness of the situation actions have to be taken, i.e. inform the umpires or headquarters, or resolve the matter some other way.
2. Competitors are not allowed to give orders to each other that may result in as a hazard to the life and health of the other competitor.
3. When performing combat tasks, competitors must not put their own or any bystander's life and safety in danger.
4. On trail, all competitors are responsible for their own health and safety (participation of the competition is voluntary). However, competition organizers will take all possible measures to ensure the safety of the competitors.
5. First Aid teams and doctors will be present at all checkpoints and at all other hazardous sites.
6. Competitors are obligated to give first aid to any casualty that they may encounter during competition and inform the competition organizers of any such case.

SWAMP AND QUICKSAND:

1. The team's mandatory equipment list includes a 15-meter 700 kg capacity safety rope, which must be used for securing movement across swamp and bog. Upon movement in swamp and bog (where quicksand can be found) team members are recommended to tie each other together.
2. Before entering a swamp or bog, each team member must cut himself a 2.5-meter staff to ensure safe passage.
3. In case a team member sinks into quicksand, it is most important to remain calm and not to start struggling to get out. The safety staff is placed flat on the surface to provide support to the person and thus prevent him from sinking any deeper. When the remaining team members begin to pull the victim out, it is essential that the latter does not pull on the rope himself (this is to prevent the victim from pulling his rescuers into the quicksand and thus complicating his

own rescue). Instead, the victim must, by using the rope as support, slowly begin to pull his legs out.

4. In swamps and hazardous bogs, the organizers have established rescue groups, who wear reflector vests and are placed in visible areas. They are not part of the counteraction that is marked with yellow shoulder insignia. The task of the rescue groups is to assist or guide the competitors if necessary.
5. After extraction from quicksand, the competitor must immediately either dry or change his clothes, since the water in quicksand is very cold. The team must also report the incident to the competition HQ or a rescue team nearby, who will forward the information to the headquarters.
6. In case a lone team member has become lost, or separated from his team, he must not under any circumstances venture into swampy areas by himself.

SHOOTING TASKS:

1. Live ammunition may only be unpacked on the firing range. On-route live ammunition for assault rifles must be carried in an enclosed box in the backpack (with the exception that pistols or revolvers are carried loaded at all times, with no round in the barrel and safety on).
2. Loading of live ammunition into magazines will only take place at designated areas on umpire's order and only immediately before commencement of a firing practice.
3. Firing may only be commenced after having received a command from the umpire of this area.
4. At the conclusion of the firing practice, competitors must unload their weapons and have them safety checked by the umpire.
5. On-route assault rifles must be empty!

EXPLOSIVES:

Since a large portion of the competition route crosses a former Soviet Army firing range, it is possible (although the range has been previously swept) that you will still encounter unexploded explosive devices. Be careful!

1. In case unexploded ammunition is found, report either to competition headquarters by radio, to the next checkpoint commander or umpires.
2. To facilitate the subsequent finding of the explosive device, its grid reference and nearby landmarks have definitely to be reported. In addition, the explosive device should be marked to make the discovery easier.
3. Touching or disarming any found explosive device is prohibited!

VIPER BITE:

While moving along the competition route, teams must be careful, since they may encounter common vipers. In case of snakebite:

1. Report immediately to either the competition headquarters or checkpoint umpires, giving the exact grid reference of your location.
2. The casualty is to lie down, he/she is to be given water (absolutely no alcohol) and wait for an emergency medical team.

ADDITIONAL

TEAMS ARE PROHIBITED TO:

1. Use cell phones and pagers on trail.
2. Pass the trail on transportation not allowed in the competition instructions.
3. Accept or use any form of outside assistance on the trail or at the checkpoints, (i.e. receive additional equipment, exchange defective items, obtain extra rations or other forms of replenishment, receive unauthorized information regarding the trail, checkpoints, mailboxes etc).
4. Use any form of narcotics or strength enhancing drugs. (In case of suspicion, a doping test is required).
5. Join forces with another team to facilitate their movement on the trail.
6. Use their radio to contact another team on the route (this is only permitted in the case of a real emergency).
7. Destroy the contents of common mailboxes and take along material of competing teams.
8. Change and destroy visible common signs of mailboxes.
9. Use civilian footwear on trail or at checkpoints (spares must also be of military pattern boots or rubber boots).
10. Purchase food and refreshments from stores and restaurants en-route.
11. Disobey any orders from umpires or instructors.
12. Remove official competitor identification
13. Replace / exchange a team member during competition

THE ABOVEMENTIONED MISCONDUCT RESULTS IN DISQUALIFYING THE TEAM.

Lesser penalty than team disqualification may be awarded for the following offences:

1. Moving along roads marked with two black lines on 1:50 000 scale maps. Penalty points will be awarded in accordance with the number of team members caught on the road.
2. Have live ammunition loaded in an assault rifle outside a rifle range area. In case of violation, only the team member owning the weapon will be disqualified.
3. Assault rifle in backpack.
4. Intentional destruction of equipment.

SUPPORT PERSONS, MEDIA REPORTERS AND PUBLIC SPECTATORS ARE PROHIBITED:

1. to render any assistance to the teams on the trail, except for necessary first aid. In the case of first aid, competition headquarters / umpires must be informed without delay.

2. Move along the competition route with their own private transport to assist their team. All transport in the competition area is controlled and co-coordinated by the HQ.
3. Disturb teams on the trail or while engaged in competition tasks.
4. Disturb the work of headquarters and umpires.
5. Use photo flashlights during activities conducted at night.
6. Remove or hide their identification (support persons), except when it is changed for umpire identification.

Support persons move on trail with the vehicle registered in mandate. Presence of support persons on trail in the vicinity of checkpoints and mailboxes **within 1 km is prohibited (2 km for the OPORD territory). Entering and departing the trail, if necessary, is done only along the routes marked on map by the organizers.**

MEMBERS OF THE ORGANIZING COMMITTEE AND UMPIRES ARE PROHIBITED:

1. Use or to be under the influence of alcohol while on duty.
2. Provide or arrange any assistance to competing teams, which may change their standings.
3. Show preference for one team over another when assessing their competition performance or when resolving a protest.
4. Disclose confidential competition information.
5. from not forwarding necessary information to the headquarters.
6. Communicate with teams within their area of responsibility in any language other than the official competition languages.
7. Accept presents or bribes immediately before the competition and during the competition.

BASE CAMP RULES

The orders of the commandant service must be followed on base camp territory. Nighttime starts 0100 and ends 0700 (unless stated differently by the order of camp commander). Nighttime does not apply on areas where work is done 24 hours.

Base camp general rules:

1. No pets allowed in base camp.
2. Children should not be left unattended.
3. Swimming in not designated areas is prohibited (information on swimming locations will be displayed on the info board).
4. Individual campfires in not designated areas are prohibited (bonfire site is located in the public area of the camp).
5. Unauthorized camping and putting up tents is prohibited (apply to the camp commander if necessary).
6. The speed limit for vehicles on camp area is 5 km/h.
7. Camp rules must be obeyed when parking vehicles.

HALTING AND SUSPENDING THE COMPETITION

The competition can be halted in cases, which make the continuation of the competition impossible or threaten people's life and health. Only the organizing committee has the right to halt the competition!

The organizing committee is authorized to halt the competition for example on the following cases:

1. Extreme weather conditions hazardous to the life and health of the competitors.
2. Search for a lost team or competitor, which need supplementary forces.
3. Nature disasters, which do not allow continuing the competition on designated trail.

In case of halting the competition, the charts will be compiled on the basis of the data from the last checkpoint, which all competing teams have passed.

Competitions are suspended in cases, which temporarily hamper the conduct of the competition. Chief of the competition has the right to suspend competition upon agreement with the organizing committee.

Competition is suspended, for example on the following cases:

1. Short-term changes in weather conditions, which do not enable to ensure conditions necessary for conducting the competition.
2. In case of serious accidents (e.g. serious injury or death of participant(s)).

ACCESS RULES

During competition, access permits have been established for the main camp as well as for the rest of the trail area. This is an identification card with the photo, name, surname, and country of origin and persons role in the competition. Respective to his/her role access to different territories and information is provided. In order to facilitate differentiation of roles, identification cards are of different colour.

Yellow – competition headquarters, operational headquarters (access to all information and areas)

Green – teams and support people (access to information at the press tent and if for a registered support person at the headquarters if necessary)

Blue – umpires (access to trail information and all areas)

White – press, visitors (access to information at the press tent and to designated areas on trail)

A complete list and samples of identification cards will be exhibited at the information tent at the main camp.