

**RULES FOR CONDUCT OF
ALL INDIA POLICE COMMANDO
COMPETITION**

Drafted by

**TECHNICAL EXPERT COMMITTEE
ALL INDIA POLICE SPORTS CONTROL BOARD**

INDEX

S.NO	TITLE	PAGE NO
01	CHAPTER-1 : GENERAL GUIDELINES	3
02	CHAPTER- II :PREPARATION OF OPERATION PLANS FOR SMALL TEAM OPERATIONS (STO-1 & STO-2) <i>(STAGE-II)</i>	15
03	CHAPTER – III : BRIEFING OF SMALL TEAM OPERATION (JUNGLE) <i>(STAGE- IV)</i>	19
04	CHAPTER – IV : CONFIDENCE COURSE <i>(STAGE- IV)</i>	23
05	CHAPTER – V : FIRING <i>(STAGE- IV)</i>	29
06	CHAPTER - VI : PLANNING FOR SMALL TEAM OPERATION (Jungle) <i>(STAGE-II)</i>	36
07	CHAPTER-VII : BRIEFING AND EXECUTION OF SMALL TEAM OPERATION (URBAN) <i>(STAGE-IV)</i>	37
08	CHAPTER-VIII :GUIDELINES FOR THE ORGANIZERS AND OFFICIALS	45
09	CHAPTER – IX : FREQUENTLY ASKED QUESTIONS (FAQs)	48
	CHAPTER –X : SUBJECT FOR SKILL TEST	50
10	CHAPTER-XI : MODEL JOINING INSTRUCTIONS	55
11	CHAPTER-XII : FORMATS OF VARIOUS FORMS	59
12	<u>APPENDIX- "A"</u>	64
13	<u>APPENDIX- "B" (Combat Shooting)</u>	65
13.	THE DESIGNS AND PHOTOGRAPHS OF OBSTACLES – ANNEXURE-I	66

ALL INDIA POLICE COMMANDO COMPETITION RULES 2020

ALL INDIA POLICE SPORTS CONTROL BOARD

In exercise of the powers conferred, the All India Police Sports Control Board hereby makes the following rules for the purpose of conducting All India Police Commando Competition amongst various CPOs/ States every year. Based on the experience of last 10 years of conducting All India Police Commando Competition, rules 2016 has been amendment to bring in more objectivity in the competition and incorporate/modify the events to enhance the operational capabilities of the Commando Teams.

CHAPTER- I

GENERAL GUIDELINES

1. INTRODUCTION

All India Police Commando Competition will be conducted at various places every year in rotation by the States/CAPF/ UT Police Forces. The States / UT Police Forces / CAPF may field one Commando Team in the competition.

2. AIM

The aim of this competition is to enhance physical and mental robustness; shooting skills; leadership qualities under stressful conditions and foster team-spirit amongst the participants.

3. COMPOSITION OF THE TEAM

- a. the composition of the Commando team will be as under
- | | | |
|----------------|---|--|
| a. Officer I/C | : | 01 (Gazetted officers/State Police Officers) |
| b. Others | : | 10 (other ranks, could include SO) |
| Total : | | <u>11</u> |

- b. Team is permitted to bring Two reserve. No substitution will be permitted after Marshalling on the day the Team is participating as per the lot of the competition.
- c. Team must have 11 Nos. of participants, irrespective of ranks, However, the Team leader should be of the rank of SP/ASP/DySP/Assistant Commandant or above.
- d. An individual will be permitted to participate only three times in commando competitions.
- e. There is no age limit for the participants.
- f. All participants of the teams must be medically fit. Each team will carry **Medical fitness certificates** for its members, issued by their Medical Officer / Doctor within 2 months prior to the date of conduct of competition.
- g. Each team will submit "**Entry form**" duly signed by an Officer, not below the rank of SP/CMT, fifteen days prior to the commencement of the competition. Performa is attached at Appendix-A. "The Entry Form" signed by the officer below the rank of SP/CMT will not be accepted. The list of final 11 participant will be submitted at 1500 hours a day prior to the day the team is to participate as per the lot.
- h. The entry form should have a certificate that all the participant are physically and mentally fit to participate in All India Police Commando competition and if any participant sustains any injury/ grievous hurt, during the competition, the organizers will not be responsible (Pro forma enclosed).
- i. A random Dope Test will be conducted during the competition to prevent individuals from taking performance enhancing substances / drugs.
- j. The strength of the Team including administrative manpower will be restricted to 20 to 25 personnel per Team. This is keeping in view the limitation of host organization.
- k. Requirement of officials as given in appendix 'A' shall be detailed by the All India Police Sports Control Board from amongst the participating teams/ organizations.

4. DRESS ORDER

a) For Opening & Closing Ceremony

- i. Commando dress
- ii. Web/Synthetic belt, as prescribed by the respective State/Force
- iii. Anklets
- iv. Boots
- v. Cap, as prescribed by respective State/Force.
- vi. Team-Flags of standard sizes shall be carried by all the participating teams
- vii. Since both the opening and closing ceremonies are formal functions, T-Shirts are not allowed. All the participating teams shall wear proper/formal or field uniforms during the ceremonies.

b) For Planning/Presentation of Plan : Since Planning, presentation of plan will be held in continuation and under working condition. The team will wear normal working Dress which could be :-

- i. Commando Dress (Jacket & Pant/Dangri/ T-shirt & Camo Pant but all to be dressed alike)
- ii. Belt/Toggle Rope
- iii. Cap
- iv. Jungle Shoes/Boot DMS

c) For 1.3 Km Run

- i. Commando Dress
- ii. 10 Kg Back Pack
- iii. Web/Synthetic belt/Toggle Rope, as prescribed by the respective State/Force
- iv. Ankle high-boots (Jungle, DMS or any other boots, as prescribed by the respective State/Force)
- v. Anklets
- vi. Helmet
- vii. Personal Weapons

d) Confidence Course

- i. Commando Dress (Combat dress and Anklets)
- ii. Ankle high-boots (Jungle, DMS or any other boots, as prescribed by the respective State/Force)
- iii. Web/Synthetic belt/Toggle Rope, as prescribed by the respective State/Force

e) For 2.4 Km Run

- i. Commando Dress

- ii. 10 Kg Back- Pack
- iii. Web/Synthetic belt/Toggle Rope, as prescribed by the respective State/Force
- iv. Ankle high-boots (Jungle, DMS or any other boots, as prescribed by the respective State/Force)
- v. Anklets
- vi. Helmet
- vii. Personal Weapons
- viii. Since this is a team event, the team will carry a Dummy (human body shape) of 50 kg. The Team is required to run with the Dummy as a Team and the Time will be 17 minutes. This is in addition to 10 Kg Back Pack per individual participant including the Team Leader.

f) For Small Team Operation

- i. Commando Dress
- ii. Web/Synthetic belt/Toggle Rope, as prescribed by the respective State/Force
- iii. Anklets/Patti
- iv. Personal Weapons
- v. Ankle high-boots (Jungle, DMS or any other boots as prescribed by the respective State/Force)
- vi. Helmet

g) Firing

- i. Commando dress
- ii. Web/Synthetic belt/Toggle Rope, as prescribed by the respective State/Force
- iii. Anklets/Patti
- iv. Helmet
- v. Ankle high-boots (Jungle, DMS or any other boots as prescribed by the respective State/Force)
- vi. Personal weapons

h) Skill Test

- i. Commando dress
- ii. Web/Synthetic belt/Toggle Rope, as prescribed by the respective State/Force
- iii. Anklets/Patti
- iv. Cap/Helmet
- v. Ankle high-boots (Jungle, DMS or any other boots as prescribed by the respective State/Force)
- vi. Personal weapons
- vii. For Navigation Cap will be worn and No weapon will be carried. Instant each Team will carry a one/two Bamboo Sticks.

5. DURATION

The duration of the competition will be governed by the fact that all participating Teams will be put through the following V stages of the competition, in addition to the opening and closing events.

<p>Stage-I (E Minus 2 Day)</p>	<p><u>Day Navigation</u> : This event is to be conducted at night and to ensure fairness, all Teams will be tested on the same night, It shall be conducted two days (D Minus 2) prior to actual start of the other events of the competition. Only 5 individuals will take part. A lot will be taken out to nominate the 5 participants of the Team. Team Commander will be one of the five. It is essential that all Team members must be trained and prepared for this event.</p>
<p>Stage-II (E Day on wards Morning Session)</p>	<p><u>Planning and Presentation of plan</u> : Each Team will be given two different situations painted through Narrative. One situation shall be for Rural (STO-1) and other for Urban (STO-2) environment. Total time for this event is 8 hours. During this planning period, the Team commander will make small presentation of his plan for both the situation (STO-1 & STO-2) to the visiting Umpire teams.</p>
<p>Stage-III (E Day Evening Session)</p>	<p>Skill Test (only Three skills per year) 6 participant of the Team will participate they will be leftover of the Team after nomination for Navigation. Two participants will be Tested in one skill. Skills for which each Team member should be prepared for the following skills :-</p> <ol style="list-style-type: none"> a. First aid in Field (Combat Area Situation) b. Explosive/IED/Assault Charges c. Field craft & battle craft at Section/Platoon level. d. Close Recce of Enemy Position e. Room Entry/ Room Shooting f. New Equipment which may be useful to Commando operation for Rural/Jungle/Urban operation.
<p>Stage-IV (E Plus 1 to E Plus 4 Day (Morning Session) E Plus 1 to E Plus 4 (Evening Session)</p>	<ol style="list-style-type: none"> a. Briefing for Small Team Operation (STO-1) b. Confidence Course c. 1.3 Km Run (7 Min) d. Obstacle Course e. 2.4 Km Run (along with a Dummy of 50 Kg. Team to complete the run in 17 minute) f. Briefing for Small Team Operation (STO-2) and its Execution.

Stage-V (E Plus 5 to E Plus 6 Day (Morning & Evening Session))	<ul style="list-style-type: none"> • Reflex firing & Combat Shooting
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However, Teams participating per day will depend on whether condition factors like Temperature/Sunlight. Due consideration will be given to weather / sun light/ humidity factor while scheduling the event for a Team. As far possible, it will be ensured that congenial condition are provided to all.

6. **SCHEDULE FOR TEAMS**

Draw of lots will be conducted one day prior to the commencement of the competition for the sequence and time of competition for teams. Draw will be conducted in the presence of all team Managers / Coaches and representatives of the All India Police Sports Control board during the Managers' Meeting (clinical meeting).

7. **WEAPONS & AMMUNITION**

- a. To ensure equal level field to all, each Team will carry following weapons:-
 - i. Primary Weapon : Rifle (INSAS/SLR/AK-47 or Indian Weapon Factory made variants of INSAS Rifle and NOT Carbine)
 - ii. Secondary weapon : Pistol (FN/Glock/Auto/Bareeta)

Carbine or its equivalent is not permitted as Primary Weapon nor Handgun/ Revolver as Secondary weapon. Few Teams may have procured latest make of Rifle/Pistol of foreign origin for operational use. They may bring these weapon for demonstration purpose **BUT** will not be permitted to use them for competition.

- b. **Ammunition** : All teams will bring live ammunition for firing and simulation ammunition (where available with team with necessary attachment on weapon) for Tactical exercises (Skill Test & STO-2)
- c. **Change of weapon** : Change of weapon during competition is not permitted.
- d. **Ball Paint Ammunition/IWESS Equipment** : This will be arranged by the host organisation and will be used during Skill Test and STO-2 to facilitate realistic assessment in execution.

8. **CONDUCT**

- a) The All India Police Commando Competition shall be held each year, as per the ambient weather conditions, prevailing at the location of host organization. Extreme weather conditions are to be avoided. The schedule of competition should, preferably be kept between September to January/February.
- b) Details about STO-1 General area and floor plan/eye sketch of STO-2 to be invariably circulated along with the joining instructions, three months prior to the commencement of the competition. For STO-1, only the general area will be shown to the advance parties of the participating teams, before the commencement of the competition.
- c) For STO-2, only two suitable identical buildings will be earmarked, which will be shown from outside as well as inside, to the advance parties of the participating teams before the commencement of the competition. Teams will be permitted to take photograph of the building and note down the drawing & layout of building during Recce.
- d) Recce Party of teams will be allowed to visit venue of the competition two months prior of the competition. The Recce Party could carry out Recce of all the stage of the competition except the actual Firing on the Range.
- e) Teams arriving before the commencement of the competition shall be allowed to practice on the obstacle course for minimum one hour and whole Team including Reserve will be given time to fire One full practice of reflex and combat shooting by the host organisation
- f) The competition will be conducted in six stages as mentioned in para 5 above.
- g) The sequence of conduct of above mentioned stages will be as under:

i.	Stage-I (E Minus 2 Day)	<p><u>Night Navigation</u> : An outdoor Night Navigation moving cross country with Map and Compass will be conducted on E minus 2. Nomination of 5 competitors per Team including the Team Commander will be carried by the Technical Committee and Host Organisation (Event Control) during daytime on E Minus 2 Day. Map, Details of Start Point and First Report Point for navigation will be issued to all Teams. Teams will be moved to the respective Start Point one hour before last light. After last light, navigation will start. Time of start will be same for all and will be a coordinated event by the control of the event. At the first Report Point the officer in charge of the point will give the next Report Point to the Team and the Team will work out their Distance and Bearing and move details for the next Report Point. At the last Report Point location of Finish Point will be given and Team will then navigation to Finish Point. At the finish Point, time taken by a Team will be recorded. The score of</p>
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		<p>team is based on the time taken by the Team to Navigate the given route. The distance of Navigation will be 5 to 7 Km. There may be one or two Report Points. Scoring will be as per rules. In case Navigation cannot be conducted at Night due to security Reasons (Naxal/Insurgent Area) or presence of wild animals, the event will be conducted by day. Should this be also not feasible then a Map Reading test will be conducted by Day to include :-</p> <ol style="list-style-type: none"> a. Find own Position b. Map to Ground c. Ground to Map
ii.	Stage-II (E Day on wards Morning Session)	<p><u>Planning & Plan Presentation</u> : The whole Team (11 members) will RV at the given place and Room with all the store and accessories required for planning and preparation of charts and models for STO-1 & STO-2. They will work as a team as they would do in an operational area (field condition). Narrative for STO-1 & STO-2 would be given and Team will be given Four hours to plan for both STO-1 & STO-2 as per the requirement given in the respective Narrative. After four hours an Umpire Team will visit each Team and the Team commander will make a presentation of their plan. The Team will be assessed accordingly. After the presentation which should not take more than 15 minutes, Team will continue preparing their left over work on charts/models. After Eight hours from the start the Team will deposit their Plan, Enlargement, Charts & Models which they shall use for their Briefing.</p>
iii.	Stage-III (E Day Evening Session)	<p><u>Skill Test</u> : Skill Test for any three skills will be held in the evening session. The participant of the Team will be the leftover of the Team who have not participated in Navigation. Two individuals for each skill will be tested. Nomination for each skill will be by lot from each Team. This will be done at the start of the event by the Control/Umpire staff. For conduct of the event a Skill Testing Stand will be established with required Empire Staff. This event will be done in a manner that nobody gets a chance to know what is being asked at each "Skill Testing Stand". This is to maintain credibility of the Test. Subject for each skill are given in Appx to the Rule Book.</p>
iv.	Stage-IV (E Plus 1 to E	<p>Events for each stage of the competition will be in a sequence given below</p>

	Plus 4 Day (Morning Session) E Plus 1 to E Plus 4 (Evening Session)	<ol style="list-style-type: none"> 1. Marshalling 2. Briefing for STO-1 3. 1.3 Km Run 4. Obstacle Course 5. 2.4 km Run with a dummy of 50 kg. 6. Briefing for STO-2 followed by Execution. Briefing & Execution for STO-2 for few Teams may spill over to evening session.
v.	Stage-V (E Plus 5 to E Plus 6 Day (Morning & Evening Session))	<u>Reflex Shooting & Combat Shooting</u> : The sequence of participating in this event will be as per serial of lot. Number of Team participating in Morning/Evening will depend on weather/sun condition. Weather & sun condition will be given due consideration while scheduling the competition for each Team. The event will be in both the session (Morning and Evening) To complete the event, some Team may fire Reflex Shooting followed by Combat Shooting where as some would be made to fire in reverse order.
vi.	Stage-VI (E Plus 7 Day)	<u>Stand Alone : Sniper Firing</u> : This will be conducted as a Stand Alone event for Teams who wishes to participate. State/CAPO have procured Sniper Rifle with different model/Origin with distinct differences. Thus it does not give equal play field to all. On the other hand Sniper is an essential skill for a Commando. Hence, this event will be conducted as a standalone event.
vii.	No allowances for injury to any participant during the competition will be given.	
viii.	No replacement of any injured participant of the team during the conduct of competition will be permitted.	
ix.	The organizer will deduct the transportation time from one event to other event from the team timings if required for conduct of a event	

h) Time Allotted for Each Event

a. Night Navigation :

- | | | |
|---|---|------------|
| i. 12 Minutes per Km | : | 10 Marks |
| ii. 12.1 to 14 Minutes per Km | : | 08 Marks |
| iii. 14.1 to 16 Minutes per Km | : | 06 Marks |
| iv. 16.1 to 20 Minutes per Km | : | 05 Marks |
| v. After 20 Minutes but distance completed: | | 02 Marks |
| vi. Route not completed | : | Zero Marks |

- b. Tactical/Operational Skills :- There will be Three different Skill Test stand. Time allotted for each stand for a Buddy (Two Cdo) is 15 Minutes. Marks for each skill Test is 5 Marks.
- c. Block time allotted for conduct of each event is as follows –
- i. Briefing for STO-1 : 30 Minutes (including two questions clarification by the Umpire)
 - ii. 1.3 Km Run : 07 Minutes
 - iii. Obstacle Course : 30 Minutes
 - iv. 2.4 Km Run : 17 Minutes
 - v. Total time allotted for the above events to a Team including gap/move from one event to the other – 01 Hours 45 Minutes
 - vi. Penalty above 01 Hour 45 Minutes will 2 Marks for every 5 Minutes over & above 01 Hour 45 Minutes. Start time for each Team will be "Start of Briefing for STO-1.
 - vii. In case venue for any of the above events involve move by transport in that case the Road Move will not be included in the time of 1 hours 45 minutes allotted to a Team.
- d. Time for STO-2 (Briefing & Execution) :- Total Time allotted to a Team is 01 Hour. Penalty for time taken after 01 hour from start of Briefing till end of Execution (report by Team Cdr to the Umpire) will 02 Marks for every 5 Minutes over and above 1 hour.
- e. Firing : Time of start for firing will be laid down for each time. The event will be so conducted that there is no gap unless there is a Technical problem or an untoward incident. Hence Team must be ready to fire at the given time.
- f. No bonus marks shall be given to any of the teams completing the competition before given time.
- g. Reflex Firing & Combat Shooting is a continuous process unless there is a Technical problem hence the conducting officer/ umpire will ensure not time is wasted once the team report at the Firing Point at a given time.
- i) **UMPIRE/ OFFICIALS** : The Umpires/Officials, Jury and Technical Committee for the competition will be from CAPF and SPOs to be detailed centrally from time to time.
- j) **OPENING AND CLOSING CEREMONY** : This being a professional and Tactical Competition opening & closing ceremony will not be held as done for other

sports events. These will be simple function under field conditions at the Firing Range/Competition Ground.

9. **MARKING SCHEME AT A GLANCE** : Marking scheme for the competition is as under :-

S.No.	Event	Marks
Tactical Events		
1.	Presentation of Plan, preparation of Charts/Models for STO-1	10
2.	Presentation of Plan, preparation of Charts/Models for STO-2	10
3.	Briefing for STO-1	10
4.	Briefing for STO-2	10
5.	Night Navigation	10
6.	Tactical/ Operational Skills	15
7.	Execution for STO-2	25
Confidence Course		
8.	1.3 Km Run	Only Negative marking if run not completed in Time as per rules
9.	2.4 Km Run	
10.	Obstacles Course	100
Firing		
11.	Reflex Shooting	66
12.	Combat Shooting	44
Total Marks		300

Sniper : Not including in the competition but will be a Stand Alone event with separate trophy and medals.

10. **CLINICAL CONFERENCE** : A clinical conference will held under the chairmanship of organizing secretary assisted by an officer of All India Police Sports Control Board & member of Technical Committee. Decision arrived at the clinical conference will be followed during the competition. The conference will be attended by all Team Managers, Team Captains, Umpire Staff & officers involved in conduct of event from the Host organisation. The agenda for the conference will include :-

- Programme of the competition.
- Draw of lots for sequence of participation of Teams.
- Any doubts/ clarification related to rules & conduct of events.

11. **Jury** : A Jury composed of three officers, headed by a senior officer will be nominated by the Host organisation. They will be assisted by Technical Committee in arriving at a decision in case of any complaint or report by Umpire.
12. **Resolution of complaint/ Report by Umpire** : In case of any complaint or Report by Umpire, it will be examined by the Technical Committee and their recommendation will be forwarded to Jury who will take the final decision keeping in view the spirit of Justice & good of Police Force.

CHAPTER – II

PREPARATION OF OP- PLANS FOR SMALL TEAM OPERATION (STO-1 & STO-2

(STAGE-II)

13. PLANNING:

- a) In order to bring all the teams on level playing ground, the general information about the type of terrain for jungle operation and target buildings shall be given along with the general instructions sent to all participating organizations. Details about STO-1 General area and floor plan (Drawing) & Photograph of the building for STO-2 to be circulated mandatory in the joining instructions, three months prior to the commencement of the competition.
- b) The floor plans, area layout and blue prints of the buildings are to be provided along with the narrative. The narrative and the blue print should be provided to all the teams at one and the same time.
- c) There shall be two narratives for STO. The narratives are to be prepared by a four member technical committee, detailed by the organizing committee, sufficiently in advance assembled at the host organization.
- d) The narrative shall be bilingual (Hindi/English) and shall not be of more than two pages each.
- e) Plan presentation is to be conducted as per the schedule of the competition. Time allotted for this event is 8 hours.
- f) The narratives, maps and blue prints for both the Jungle and Urban operations will be provided to teams, prior to the actual start of competition. The narrative should be within the tactical capability of a team of 22 commandos. Planning should be done by team. The team would be asked to assemble at one building / area. They should be kept in separate and self-contained rooms. The planning team should be taken near target buildings to a suitable distance (Not compromising SURPRISE) for Urban operation for Recce and they may be permitted to go inside another building which is having almost similar floor plan as the target building. The activity of recce should be limited for half an hour. Immediately after the recce is done, the planning teams should be taken to their respective self-containing rooms. The team should be provided with the narrative of both the exercises and blue print of target building. The Planning teams should be kept in isolation in the respective rooms for 8 hrs. For preparing the plans, models, maps, charts concerning both the operations. Nobody else except these 11 personnel

- should be allowed to take part in chalking out plan and preparing materials for briefing. The planning team is not permitted to carry mobile phone or any kind of communication (Laptop, Notebook, Tablet and Smart Phone) equipment during this period. All the planning teams should be allowed to carry all necessary material for making plan, writing briefing, plan, model, enlargement, map, charts etc. After 4 hours, an umpire Team of at least two officers will visit each Team, The Team commander will make a small presentation of his plan for both STO-1 & STO-2 mission. Time for each Team will be about 15 Minutes.
- g) After 8 hours, the plans and all the briefing material should be collected by the umpires and kept in safe custody. The plans, Model Charts, Map enlargement prepared by concerned team should be handed over to respective team at the time and place of briefing.
 - h) The Team will be handed over their Model/ Charts prior to briefing and the TEAM LEADER will be required to brief the Team as per plan submitted. No major changes are to be permitted. At the end of Briefing, the Umpire Staff may ask a few questions.
 - i) Before the plan presentation, target area shall be shown to all the officials detailed for the competition.
 - j) GPS/Cell phone/Smart Phone shall be prohibited during the competition.
 - k) Narrative and Map shall be kept in the official folder given by the host organization & returned back.

14. Assessment for Presentation Plan for STO-1 & STO-2 : Assessment for presentation of Plan for STO-1 and STO-2 will made by an Team of Umpire staff while the Team is preparing Plans & Models/ Charts in their respective Rooms. The table for assessment is as given below.

- a. **ASSESSMENT FOR PLAN PRESENTATION BY TEAM COMMANDER STO-1 (JUNGLE) (10 Marks)** : This assessment will be done by the nominated Umpire staff for each Team. There will be at least Two umpires assessing a Team. Team Commander will make a presentation on the Task Analysis and salient factors he has considered for planning and details of his plan

TEAM: _____

		Sub division of marks	Remarks	Marks Scored
1	<u>Analysis of Task</u> a. Requirement of Troops b. Requirement of Weapon/Equipment c. Requirement of Time to undertake operation d. Any special Technique/ Tactics planned to accomplish the Task	15 mks		
2	Terms of Reference if any and its implication on planning execution of Task	5 mks		
3	<u>Factors affecting Plan</u> <u>Terrain</u> a) Terrain of the area of operation and its implication on operation b) Details of Terrain of the Target Area	20 Mks 10 Mks		
4	<u>Enemy</u> a) Strength, Weapons/Equipment b) Capabilities c) Modus operandi d) Action/ Reaction/ and likely contingences created by the enemy (Likely Aim and Plan of enemy)	20 Mks		
5	<u>Own Plan</u> a) Own Design by battle (to counter enemy's Plan) b) Phases of Ops c) Conduct of Each Phase d) Method to execute critical elements of Plan e) Likely Contingencies & own reaction f) Hidayate in g) Time Plan h) Comm Plan – Out Line i) Adm Plan – Out Line	30 mks		
Total		100 mks		

Final Marks: Total/10 : _____ Mks.

Signature of the Official

- b. **Assessment for Presentation of Plan by Team Cdr for STO-2(URBAN)**
(10 Marks) : The assessment will done by nominated Umpire staff for each Team. There will be at least two umpire assessing a Team. Team Commander will make a presentation on the Task Analysis & salient Factors he has considered for planning and details of his plan

		Sub division of marks	Remarks	Marks Scored
1	<u>Analysis of Task</u> a. Requirement of Troops b. Requirement of Weapon/Equipment c. Requirement of Time to undertake operation d. Any special Technique/ Tactics planned to accomplish the Task	15 mks		
2	Terms of Reference if any and its implication on planning execution of Task	5 mks		
3	<u>Factors affecting Plan</u> <u>Terrain</u> a) Terrain of the area around the Target Building b) Target Building & Salient feature of building affecting plan	10 Mks 20 Mks		
4	<u>Enemy</u> a) Strength, Weapons/Equipment b) Training/ operational Capabilities c) His demand is specified and Modus operandi d) Action/ Reaction/ and likely contingences enemy may created (Likely Aim and Plan of Action by enemy)	30 Mks		
5	<u>Own Plan</u> a) Own Design by battle b) Phases of Ops c) Conduct of Each Phase d) Method to execute critical elements of Plan e) Likely Contingencies & own reaction f) Hidayate in g) Time Plan h) Communication Plan – Out Line i) Adm Plan – Out Line	20 mks		
Total		100 mks		

Final Marks: Total/10 : _____ Mks.

Signature of the Official

CHAPTER – III

BRIEFING OF SMALL TEAM OPERATIONS (JUNGLE)

(STAGE-IV)

15. BRIEFING

Team leader will brief his team about his planning for the conduct of the Small Team Operation. Considering the linguistic problems, briefing could be done either in Hindi or English. If any other language is to be used team should inform host organization 15 days prior to the commencement of competition so that officers knowing that language could be incorporated in the panel of umpires / board. The general format of the briefing is as under: -

- a. Introduction to Enlargement
- b. Landmarks
- c. Situation
- d. Mission
- e. Execution
- f. Administration & Logistics
- g. Command, Communication, & Co-Ordination
- h. Synchronization.

a) ASSESSMENT FORMAT FOR BRIEFING (STO-1, JUNGLE) (10 Marks)

TEAM: _____

		Sub division of marks	Remarks	Marks Scored
01	Models			
	Quality of Enlargement & Target blow up	6 mks		
	Quality of Sand model Scale/ Conformity to the map/ Terrain covered/ North/ Neatness/ Details/ Addl. Points /observation.	6 mks		
	Quality of Navigation & Communication Chart	2 mks		

02	Briefing		
	Regarding Role & Responsibilities a. Check group b. Party Cdrs c. Task (Party wise) (Navigation/interrogation/first aid/ demolition/pursuit/Sentry Silencing/Surveillance Party) d. Security of commando base e. Any other	4 mks	
	Motivation	2 mks	
	Introduction to Map/Enlargement a) Northing & Easting b) Scale & indication of North c) Terrain in general d) Imp heights & features e) Imp build up area/ villages including population & their habits/attitude f) Road/ Tracks g) Water bodies h) Power line i) Demography j) Nearest dply of SF k) Met (Weather & Moon Phase) l) Effect of Terrain on operation	15 Mks	
	Khabar : a) Enemy b) Own	2 Mks	
	Aim	2 mks	
	Target analysis a. Details of Target Area b. Important Land Mark in Target Area c. Enemy in Target Area ➤ Location ➤ Location of Sentry ➤ Early warning system ➤ His capability & Modus operandi ➤ Action/ Reaction/ contingences created	10 Mks	
	Own Plan : Own Design of battle and Phases of operation	5 Mks	
	Route	2 mks	
	Misc : Strength/distance/movement drills/	4 mks	

	time/likely enemy interference/ navigation/surprise/cover/ bound/alternative route/addl.pts.			
	<u>Conduct of Raid</u> a. Securing of commando base/ Patrol Base b. Confirmatory Recce c. Parties/Group in respective position d. Execution of Raid e. Method of execution f. Re organization	10 mks		
	<u>Contingency Plan</u> a. Contingencies in Route In b. Contingencies in occupation of Cdo base/ Patrol Base c. Contingencies in Target Area d. Contingencies in Route Out e. Others	6 mks		
	<u>Time Plan</u> a. Realistic time plan b. Cater for each activity	2 mks		
	<u>Administration</u> a. Arms, Amn.& Explosive b. Food & Water c. Medical	2 mks		
	<u>Communication</u> a. Code-words for various activities b. Field signal c. Radio Sets d. Main & alternative frequency/ Channel	4 mks		
	<u>Ghari Milao</u>	2 mks		
	<u>Delivery & confidence</u> a. Body language b. Use of hand/ any other distraction c. Eye contact with team d. Presence of mind e. Clear and concise use of sentences Any other observation	4 mks		
	<u>Expression</u> a. Articulation b. Unwanted gestures c. Repetition of phrases d. Language	4 mks		

	Use of Aids for briefing	3 mks		
	Judges pool	3 mks		
	Total	100 mks		

Final Marks:Total/10 : _____ Mks.

Signature of the Official

Date:

16. MARKS : 45 marks are allotted for Small Team Operation-I (Jungle) in the competition. The distribution of marks will be as follows:-

- a. Presentation of Plan : 10 Marks
- b. Briefing : 10 Marks
- c. Night Navigation : 10 Marks
- d. Three Skill Test : 15 Marks

Total : 45 Marks

17. Conduct of the above event will be as per schedule of the competition

CHAPTER – IV

CONFIDENCE COURSE - (STAGE-IV)

18. CONDUCT OF THE CONFIDENCE COURSE

After the briefing of STO-I (Jungle) is over, participating Team will move for the CONFIDENCE COURSE which comprises of:-

1. Endurance run 1.3 km,
2. Negotiating 19 standard obstacles
3. Endurance run 2.4 km.

The distance between the **Starting-Point** of Endurance Run and beginning of the Obstacle Course will be 1.3 km. Ideally, the **Finishing Point** of the Obstacle Course will be the Starting Point of the 2.4 km Endurance Run. The designs and photographs of obstacles are given in **Annexure-I** of these rules.

18.1 ENDURANCE RUN 1.3 KM:

- a. The distance of 1.3 km should be covered by the full Team (all 11 participants) in 07 minutes. Time-taken by the team will be counted / stopped only after the last participant of the team crosses the finishing line. If any one or more participant take more than 7 Minutes to complete 1.3 Km distance, a penalty @ 5 Marks for delay of every 30 seconds or part thereof, maximum up to 9 minute 30 seconds, shall be imposed on the team and NOT for each participant.
- b. If any one or more participants fail to complete the distance in the given time frame, an additional penalty of 05 marks shall be levied on the team score.
- c. Such participants shall not be disqualified and allowed to participate in the subsequent stages of the competition
- d. Maximum penalty shall be 25+5=30 marks.
- e. If a participant gets injured during the 1.3 km Endurance Run and is not able to participate in the next event, i.e. the Obstacle Course, he will not participate in the remaining events of the competition and will be treated as disqualified. Though no further penalty will be imposed.
- f. **WEAPONS:** Both weapons with one empty magazine each will be carried by the participant. Same weapons will be used by him in all the remaining events also including Firing. No ammunition or extra magazines will be carried during the Endurance Run.

- g. **WEIGHT:** A pack weighing 10 kg will be provided by the organizers for each participant. It will be carried in haversacks brought by the participant.
- h. **SUPPORT:** No team member/ outsider can pull, push or support or carry the weight or weapon during the run. This would render the participant as disqualified.

18.2 OBSTACLE COURSE

It will be a 19 obstacle course. Total distance of the Obstacle Course will be 1300 mtr. The first Obstacle will be after 65 meters of the Starting Point. Distance between each obstacle should be uniform as far as possible. Time allowed for getting full marks is 12 minutes or below. A Maximum of 100 marks can be scored by a participant (i.e. 75 marks on successful negotiation of all the obstacles plus and **25** marks for negotiation of all the obstacles within 12 minutes time or less, as given below:

a) SEQUENCE OF OBSTACLES AND THEIR MARKS:

S. No	Obstacles	Marks
1	OVER-BRIDGE	03
2	HIGH-FENCE WIRE	03
3	SKY-SCRAPER	03
4	GATE- VAULT	03
5	HOOK AND CLIMB	03
6	OVER-STEPPING	04
7	KITTEN-CRAWL	06
8	SANDWICH	03
9	NARROW CRAWL	04
10	CREEPER-CLIMB	04
11	TIGER-LEAP	03
12	INCLINED HIGH-BALANCE	04
13	STEP-UP	03
14	BALANCE TARZAN SWING	04
15	UNSTEADY LINK	03
16	W-WALL	07
17	BUILDING-CLIMB	06
18	WEAVERS	07

19	SIX FEET WALL	02
Total		75

b) BONUS MARKS SCORED BY A PARTICIPANT IN TERMS OF TIME TAKEN:

Time Taken	Marks
12 Minutes And Below, Negotiating All obstacles correctly	25
12 Mins 01 Sec To 13 Mins 30 Sec, Negotiating All obstacles correctly	20
13 Mins 31 Sec To 15 Mins, Negotiating All obstacles correctly	15
15 Mins 01 Sec To 16 Mins 30 Sec, Negotiating All obstacles correctly	10
16 Mins 31 Sec To 19 Mins, Negotiating All obstacles correctly	05
Above 19:00 Minutes	00

Note : BONUS Marks as per table above will only be allotted if a competitor has negotiated all obstacles correctly.

- c) All obstacles, except the below given two obstacles, may be crossed by the participants in any manner, which the participants feels like, and no foul shall be given. However, the procedure for the following two obstacles, as decided by the Team managers (in the clinic-meeting) prior to the commencement of the competition, will have to be adhered to meticulously:-
- (i) Sandwich
 - (ii) Weaver
- d) If any of the above two obstacles is not negotiated (or wrongly attempted/ negotiated as the case may be) by the participant, it will be considered as "NOT DONE" and marks allotted for that obstacle will NOT be added. Repeat attempt is permitted.
- e) While negotiating an obstacle from one end to the other, should an individual falls will be "Not done" and he must "Repeat Attempt".
- f) Each participant of a team will be released after a gap of 01 minute. The time of the participants will be noted down individually.
- g) Participants will be required to negotiate the obstacles in succession as prescribed above.

- h) Participant may take any number of attempts to cross an obstacle subject to maintaining proper sequence of the obstacles.
- i) If a participant misses or is not able to negotiate Four (04) or more than 04 obstacles, the marks secured by him will not be counted for calculation of the Team Score.
- j)** If a participant fails to negotiate 08 obstacles and could not complete the distance in 19 minutes, shall be treated as disqualified for Confidence Course only.
- k)** For every such disqualified participant, a penalty of 10 marks shall be levied on the total marks scored by the Team.
- l) Participants will not be permitted to help each other while negotiating any obstacle.
- m) It is not a fault, if a contestant touches his hands on the ground while landing in any obstacle.
- n) Completion of the Obstacle Course by a participant after a lapse of 19 minutes will disqualify him and points secured by such participant will not be considered for calculation of the Team score.
- o) In no case a participant will be allowed to come back to a previous obstacle after having negotiated the next obstacle in the sequence. The participant will not be given any benefit of time while doing so.
- p) Marks of the Obstacle Course for a Team will be the total marks scored by the team participants, divided by the total number of team-participants including competitor disqualified in the obstacle course.
- q) If a participant gets injured during the Obstacle Course and is not able to complete it or participate in the next event, i.e. 2.4 km Endurance Run, he will not participate in the remaining events of the competition.
- r) More than one participant can negotiate any obstacle at any given time, without supporting each other or committing faults. The organizer may limit the number of participants on obstacles at same time based on safety criterion.
- s) In case of any controversy, matter will be referred to the Technical Committee.

t) **SPECIFIC PROCEDURES FOR NEGOTIATING TWO OBSTACLES:-**

1) SANDWICH

- i) Marks: 03
- ii) Jump and grab the upper bar with both hands.
- iii) Lift/Pull up your body holding the upper-bar and swinging both legs push and throw off your body to cross-over clearly through the gap between bars without touching the lower bar with your hips or legs.
- iv) While grabbing the upper-bar, use of lower-bar is permitted.
- v) While grabbing the upper bar, if the body/hip touched lower bar, it is not a foul.

2) WEAVERS

- i) Marks: 07
- ii) Climb-over up the first bar.
- iii) Holding the next (second) bar with one hand and fixing your legs on the first bar, thrust your body upward from BENEATH the second bar. Simultaneously, Stretch out your other hand to catch/hold on to the third bar. Shift and fix your leg on the second bar and move up/forward pulling up OVER the third bar.
- iv) Likewise, cross the obstacle going up and down the ALTERNATE bars. Roll over the last bar to climb down from the obstacle.
- v) No bars should be missed /skipped.
- vi) Participant may negotiate the obstacle with his back towards the sky or ground, as he wants. No other technique is permitted.
- vii) Crossing-over from the top-bar is mandatory.

18.3 ENDURANCE RUN 2.4 KM:

- a. This event is a Team work, The Team has to carry a Dummy of 50 Kg in a addition to individual weapon & Load of 10 Kg Pack
- b. Since it is a Team work, the Team can organize it in any manner to carry their load and Dummy (50 Kg). Assisting, coaxing, sharing of load is permitted.
- c. The distance of 2.4 km should be covered by the full Team (all 11 participants) in 17 minutes. Time taken by the team will be counted / stopped only after the last participant of the team crosses the finishing line. If a participant gets injured during the 2.4 km Endurance Run and is

not able to participate in the next event, i.e. the firing, he will not participate in the remaining events of the competition.

- d. If any one or more participants take more than 17 minutes to complete 2.4 KM distance, a penalty @ 05 marks for delay of every 30 seconds or part thereof, maximum up to 21 minutes 30 Seconds shall be imposed on the team, instead of participants.
 - e. If any one or more participants fail to complete the distance in the given time frame, an additional penalty of 05 marks shall be levied on the team score.
 - f. Such participants shall not be disqualified and allowed to participate in the subsequent stages of the competition
 - g. Maximum plenty shall be $45+5=50$ marks.
- 18.4 Maximum of two Team Reserves (including non-participating Team Managers) are permitted to help the Team in providing water and for preparation of the equipment etc., before the start of the Endurance Run/ next event.
- 18.5 **WEAPONS** : Both weapons with one empty magazine each will be carried by the participant. Same weapons will be used by him in all the remaining events also, including Firing. No ammunition or extra magazines will be carried during the Endurance Run.
- 18.6 **WEIGHT**: A pack weighing 10 kg will be provided by the organizers for each participant. It will be carried in haversacks brought by the participant.
- 18.7 **DUMMY** : A Dummy (Human Shape) of 50 Kg will be provided by the organizers for the Team. This is to represent an injured comrade hence should NOT be carelessly handled/dropped. Team can carry the Dummy in any manner including IMPROVISED stretcher as could be done in field. Bringing extra store for such improvisation is not permitted. Ground Sheet, Toggle Rope, Rassi, shoulder pad etc which are carried on person in operation will be allowed.

CHAPTER – V

FIRING - (STAGE-IV)

19. AIM

To judge and improve the professional excellence of Police Commando personnel of various States and CAPF/UT, with primary and secondary weapons in All India Police Commando Competition.

20. RANGE OFFICER

The organising committee organizing the shooting competition will arrange qualified range officer (RO) in the rank of DSP or above and other staff for this competition. He will be responsible for the safety and discipline of the range personnel and competitors. It is his duty to be completely familiar with the program and rules. He will be entirely responsible for all action at the firing line and firing point on the range. He will be assisted by two or more supervising officer in the rank of Inspectors / SIs. He will also be responsible for efficient & correct functioning of Reflex Shooting Range System.

21. STATISTICAL OFFICER

- a) The central co-coordinating committee shall detail one senior serving officer in the rank of SP/CMT and Senior Umpire.
- b) The organizing committee shall detail one serving officer in the rank of SP/CMT as statistical officer.
- c) They will personally check the targets and announce the firing score of each buddy pair.
- d) Firing Score will be displayed on notice board within one hour after the completion of a shooting practice by each team

22. MUSTERING OFFICER

Suitable mustering officer, including armourer, will be nominated by the organizer.

a) Responsibility

- i) To fall in the competitors in details of buddy pairs
- ii) To enter the details of buddy pairs in the register
- iii) To check the uniform, equipment, weapon and ammunition
- iv) They will be responsible to see that there is no disturbance and keep the firers at least 10 yards from the firing point in an enclosure so as not to see others while firing
- v) They will ensure the team manager is positioned in his designated place to witness his team members firing
- vi) Team managers will be allowed to go to firing range to see the targets / score
- vii) They will ensure the filling of ammunitions in the magazines of primary and secondary weapons each.
- viii) They will ensure that magazine is not fitted on the weapon at the magazine filling point but carried in Pouch/Pocket of the firer.
- ix) Magazine will be only put on weapon or orders at the Firing Point by firing Point officer/ Fire control officer/Umpire.

23. WEAPONS AND EQUIPMENT.

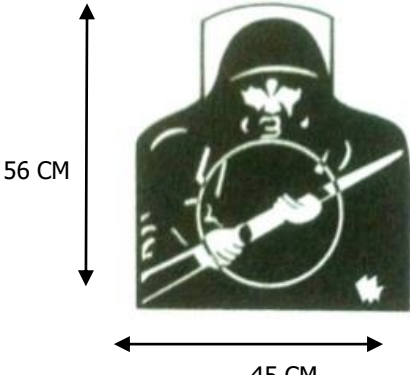

The firer will use the same primary and secondary weapon which he carried during running events. No change of weapon will be permitted.

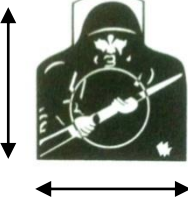
24. REFLEX SHOOTING.

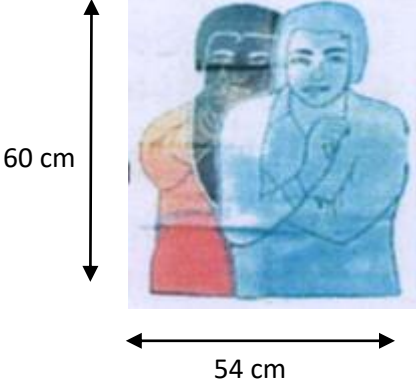
- a. For Rifle Fire only compressed, Standard Fig-12 Targets (black and white, 56 cm x 45 cm) shall be used. The target will be measured from the top edge of the helmet of the standard Fig-12 targets. Compression of such targets shall be 50% (28cmx22.5cm). For Pistol Shooting Rubiya Target (60cmx54cm) will

- be used. Rubiya Target is not to be compressed as more than half of the Target paper is covered by Rubiya (Friend-Light Blue). Only Terrorist (Foe-Black & Red) is to be engaged.
- b. Firing will be carried out in buddy pairs after reaching the reflex shooting range.
 - c. Each buddy pair shall be given ten rounds in two magazines of 05 rounds each for rifle shooting and two magazine for pistol shooting on Rubiya target one round each, total 12 rounds per buddy pair shall be used i.e. 66 rounds per team.
 - d. The firer shall be in standing position.
 - e. Magazines will be put on the rifle /pistol, on order and change liver at "S" position.
 - f. Two target shall be exposed at a time to reach buddy pair and total number of eleven targets shall be exposed, two will be the Rubiya target which shall be engaged for pistol firing (One each by Buddy Pair). For Rifle Fire 10 targets will be exposed.
 - g. On appearance of the target, the buddy pair shall engage the target. Exposure of the target shall be for three seconds and the gap between the two exposures shall be two to five seconds.
 - h. During rifles-shooting, two rounds, per firer, shall be fired at close range from LEFT SHOULDER and three rounds at distant range from RIGHT SHOULDER. Close Range will be from 20 to 35 meters and Distant Range will be from 36 to 50 meters.
 - i. Either member of the buddy pair may engage any target. However, the weapon or ammunition shall not be changed.
 - j. No benefit for misfire or any defect in weapon or ammunition shall be given to the participants.
 - k. Scoring shall be done after firing of buddy pair. Scoring shall be one mark per hit per target. Only one hit per target shall be counted. Any HIT on RUBIYA (Friend-Light Blue) will be penalized a score of MINUS 1. Each buddy would have fired 12 rounds, in case any buddy pair score all 12 Hit, the score counted for that buddy pair will be 12 Marks of firing for a team shall be $6 \times 11 = 66$ marks.

25. TARGETS :- All targets will be type of standard figure 12 compressed to 50% and Rubiya Target placed randomly. Details of Target is as follows :-

<p>Standard figure 12</p>	 <p>56 CM</p> <p>45 CM</p>	<p>Height 56 cm, Width 45 cm (100% of fig.12 target)</p>
<p>Standard RUBIYA Target</p>	 <p>60 cm</p> <p>54 cm</p>	<p>Height 60 cm, Width 54 cm (100% of Standard Rubiya target)</p> <p>Colour</p> <ul style="list-style-type: none"> • Foe (Terroirst- Black & Red) • Friend (Rubiya – Light Blue)

<p>Distance for primary weapon from firing point</p>	<p>Shape of Fig.12 Target upon 50% compression</p>	<p>Size of Fig.12 Target (Compressed)</p>	<p>No. of Targets</p>
<p>20 to 50 meters. a) Close Range 20 to 35 Mtr b) Distance Range 36 to 50 Mtr</p>	 <p>28 CM</p> <p>22.5 CM</p>	<p>Height 28 cm Wide 22.5 cm (50% of Fig.12 Target)</p>	<p>10</p>

Distance for Pistol Firing from firing point	Shape of Rubiya Target	Size of Full Rubiya Target (60 cm x 54 cm)	No. of Targets
For Pistol Range will be 25 Meters		Height 60 cm Wide 54 cm	02

- 26. The targets will be randomly erected and spread over distance from 20 to 50 Meters from primary weapon firing point and from 25 meters for secondary weapon firing point. Targets will be operated by mechanical / electrical / electronic system. New set of targets shall be utilized for each team.
- 27. Safe transition drill shall be used to change shoulder from LEFT to RIGHT.
- 28. Safe transition drill shall be used to change from rifle to pistol and back.
- 29. Team-Managers shall be allowed to check targets.

30. FIRING COMMAND

Firing command	Action of the firer
Buddy no.... On the firing line	Buddy no.... Should march and halt at the firing point
Loading position..... load.....	Firer should come to loading position and post the 5 rounds filled magazine on primary weapon, Weapon to be fired from LEFT SHOULDER
Ready.....	Cock the gun and ready for firing
When target appear..... buddy.....commence fire	Each firer should fire only one round on each exposure. Only Two Rounds to be fired from LEFT SHOULDER
Stop..... Apply Safety..... Change to	Firer to apply SAFETY (s) and Change SHOULDER

Right Shoulder.....	
Ready.....	Change Safety to Single Shot for RIGHT SHOULDER fire
When target appear..... buddy.....commence fire	Each firer should fire only one round on each exposure. Three Rounds to be fired from RIGHT SHOULDER
Stop..... unload.....	Firer should stop their firing and unload, change lever on SAFE.
Shoulder arm.....	The firer should put the weapon in shoulder arm position/Cross Shoulder Position
Draw pistol..... load.....	Firer should draw their pistol and load the 1 rounds filled magazine
Ready.....	Firer cocks the pistol and ready for firing
When target appear..... buddy commence fire	Each firer should fire two rounds on exposure of Rubiya target
Stop..... Unload.....	Firer should stop their firing and unload the weapon
Return pistol	Firer should clear the pistol, report and return their pistol in holster
Buddy get back to 50 yards	The firer should return to the zero meter firing line and wait for their score

31. **COMBAT SHOOTING PRACTICES :**

- a. The aim of introducing this practice is develop and assess the ability of a commando in engaging different target at different range and form different firing position using primary & secondary weapon. The actual practice for a particular year of the competition will forwarded to all teams three months before the competition. Changes in the pattern/design of practices for "Combat Shooting" are a must to avoid stereotype of practices.
- b. **Practices** : The practices will be in the range of 15 meters to 35 meters and may involve firing of Pistol or Rifle. Since the engagement of target is at different

range and different position, the practice will be fired one by one member of the team for safety reason. Total of four rounds will be used by each Firer which will include Two rounds for rifle and Two round for Pistol. Weapon will be carried in ready position at the start point and the firer will be made to move across the range.

- c. To maintain flexibility in application in engagement of a target under operational condition no fix combat shooting practice is propagated. The host state/CAPF will forward details of the proposed Combat Shooting practice with method of conducting the practice both in writing with drawing and a Video clipping to all state/CAPF three months in advance. This mandatory for the host State/CAPF.
- d. **Score** : One mark for One Hit on target. Total maximum score will 44 for the Team.
- e. **Example of Combat Shooting Practice** :- Example of some of the Combat Shooting practices formulated and used for training are attached.

32. MISCELLANEOUS:

- a) No re-fire will be given for any malfunction.
- b) One mark will be awarded for a target being hit irrespective of number of hits on the target. One mark will be deducted for hit on the Friend (Rubiya- Light Blue) target.

CHAPTER-VI

PLANNING FOR SMALL TEAM OPERATION (JUNGLE) **(STAGE-II)**

33. GENERAL POINTS:

The team be required to plan a 'Raid' on a Terrorist/Naxal hide out and hostage Rescue operation (urban) in a building. The event will be conducted as follows :-

- i) Planning & Presentation of Plan :- The whole Team (Cdr plus 10 cdo) will be given Narrative for STO-1 & STO-2. The team will be given 8 hours to plan for both the missions. After 4 hours, an umpire Team of at least two officers will visit each Team and the Team Cdr would be required to make a presentation of Plan for each mission (STO-1 & STO-2). The Time for each presentation is 7 min each. The team will continue their work when the cdr is making his presentation of plan to the umpire.
- ii) Preparation of Briefing, Enlargement, Blow up, Sand Model, Building Model, Navigation Chart, Route Chart, Time Plan and Communication Chart. : The team will be required to prepare Enlargement/Charts/Model for Briefing of the Mission (STO-1 & STO-2) within 8 hours. At the end of 8 hours, the Team will submit all their work (Briefing, Model, Charts etc.) in the control. These items will be handed over back to the Team at Briefing venue for STO-1 & STO-2 as per schedule of events and lot of the respective Team.
- iii) Factors to be covered in Plan Presentation : The Team cdr will focus his planning as the following :-
 - a. Analysis of Task
 - b. Terms of Reference if any.
 - c. Terrain/Ground/Details of Target Building area around.
 - d. Enemy
 - e. Own plan to include Design of Ops, Phases of Ops, Salient point of execution, contingencies & special instructions.
 - f. Major points of communication & Administration for the Ops.
- iv) Assessment of Plan Presentation : The marks allotted for Plan Presentation for STO-1 & STO-2 are 10 Marks each.

CHAPTER – VII

BRIEFING AND EXECUTION OF SMALL TEAM OPERATION (URBAN) **(STAGE-IV)**

34. GUIDELINES

Guidelines for small team operation in urban environment (Hostage Rescue Mission) will be as under:-

35. OBJECTIVES

The Main Objectives of formulation for these guidelines are:-

- a) To assess the tactical capability of the team to carry out such operation
- b) To make the event more realistic and tactically useful.
- c) To bring objectivity and uniformity in the evaluation/assessment process.

36. CONDUCT:

- a) STO-2 is a deliberate operation; hence the briefing and execution shall be carried out as per schedule of events.
- b) In view of limited time and safety considerations, provision of robust anchorage on the target building shall be made before- hand, by the host organization, prior to the commencement of the competition/execution STO-2. All relevant and required ropes, climbing, rappelling and safety equipments etc. shall also be provided near the target building by the host organization. The participating team shall themselves use safety ropes and equipments (except for the safety-belay for the first two climber by the organizer). Safety arrangements for each participant and use of other climbing/rappelling equipment shall be the responsibility of the participating teams.

- c) The teams shall also be judged for casualty – evacuation /med-evac and first-aid during the exercise.
- d) The official judge/referee may de-brief the team, after completion report of the STO-2, for not more than 5 minutes, highlighting major shortcomings for learning and good points.
- e) Time-penalty of one hour for STO-2 shall be levied @ 2 marks per every delay of 05 minutes.
- f) No bonus marks shall be given to any of the teams for completing the competition before given time.

37. TARGET -BUILDING:

- a) To Judge the capability of commando team, target buildings should be selected based on the following consideration:
 - i) Target must be of RCC Structure.
 - ii) Ground +2 floors are good for exercise, at least the building should be Double Story.
 - iii) Top down entry or rappelling options should be possible.
 - iv) In view of limited time and safety, the anchorage ropes should be anchored before the execution. Use of other rappelling/ abseiling/ Safety rope equipment (Ladders, Jumars) should be the responsibility of respective teams. Umpire staff could check/ stop an action by the team which is contrary to SAFETY. This to avoid occurrence of an untoward incident.
 - v) Approaches and entry points should be available.
 - vi) Target room for intervention should not be more than two / three rooms in view of the limited time and strength in the competition. Rooms can be of different type and may be on different floors. Doors can be closed or open, but at least one door must be kept closed to check the capability of the team to place the demolition charge on the closed door or use mechanical means to force entry.
 - vii) Minimum two good sniper positions should be available.
 - viii) Two close cordon security points (inner cordon) to stop target shifting from one building to another building.
 - ix) Number of terrorist may be two / three and hostages may be one or two, inside the target rooms.

- x) Terrorists may place IEDs inside the room, except at the main door of the room.
- b) The Team will be assessed for the following:-
 - i) Action for dispatch of Surveillance and Sniper and Advance Party and their actions **on ground**.
 - ii) Collection of information on the situation by the Advance Party/ Surveillance and Snipers and from Incident Command Post.
(Incident Command Post with required staff of officers will be established by the host-state to answer any query of Commando Teams).
 - iii) Mobilization, collection of stores/ equipments and move out. (Notional)
 - iv) Formulation of plan based on the information acquired as per Narrative and Para (i) and (ii) above. (Actual)
 - v) Consideration and measures adopted in the plan for maintaining **SURPRISE** of operation. (TO BE INCLUDED IN THE PLAN)
 - vi) Measures adopted/suggested to the Incident Command Post for DECEPTION, which should facilitate the Commando Operation. (TO BE INCLUDED IN THE PLAN)

38. EQUIPMENTS FOR THE EXERCISE:

- (a) The team may bring their own special equipment for the intervention. The assessment need not always be based on the equipment. The umpire should not get impressed by the equipment used and should assess the performance of the teams based on appropriate use of suitable equipment. Teams can bring their own equipment if they so desire; however, all necessary equipment required for executing Building Intervention will be provided at the briefing point by the host-state. The Teams are required to collect the equipment as per need, prior to the start of briefing. No separate time is given for collection and fitment of equipment.
- (b) If possible host state should provide IWESS equipment or Ball Point Equipment to depict two way engagement. This will bring realism in execution of the mission.

39. MARKS: There are 45 marks for Hostage Rescue Mission in the competition. The distribution of marks will be as follows;

A.	Planning	:	10 Marks
B.	Briefing	:	10 Marks
C.	Execution	:	25 Marks

	Total :		45 Marks

40. ASSESSMENT GUIDELINES:

a) ASSESSMENT FOR PLAN PRESENTATION BY TEAM COMMANDER STO-2 (URBAN) (10 Marks): This will be assessed during the planning stage by the Umpire Staff in the respective Team Rooms. There will be at least Two Umpires assessing a Team. The team cdr will make a presentation on Task Analysis and salient Factors he has considered for his planning & details of his plan.

b) ASSESSMENT FORMAT FOR BRIEFING STO-2 (URBAN) (10 Marks)

TEAM: _____

		Sub division of marks	Remarks	Marks Scored
01	Briefing (to be assessed for 100 mks then to be converted to 10 mks)			
	Quality of Enlargement & Target blow ups	5 mks		
	Quality of building model/ floors : Scale/ Terrain covered/ North/ Neatness/ Details/ Addl. Points	6 mks		
	Quality of Communication chart & Time Plan	3 mks		
	Regarding Role & Responsibilities <ul style="list-style-type: none"> • Check group • Party Cdrs • Tasks for Each Hit 	4 mks		
	Motivation	2 mks		
	Introduction to Map Enlargement <ul style="list-style-type: none"> • Northing & Easting • Scale & indication of North • Terrain in general • Imp heights & buildings nearby • Imp build up area/ vital installations • Road/ Tracks • Nearest deployment of SFs • Met 	4 Mks		

Layout and Details of Target Building	10 Mks		
<ul style="list-style-type: none"> • Layout of Building • Entry Points : Doors, Window, Ventilation • Approach to Entry Points • Effect of the above in operation 			
Khabar	2 mks		
<ul style="list-style-type: none"> ➤ Terrorist ➤ Hostage ➤ Own 			
Aim	2 mks		
Target analysis : Enemy	10 Mks		
<ul style="list-style-type: none"> • Strength, M/F/Child • Weapon & Equipment • His Demand (if stated/disclosed) • Modus operandi • Action & Reaction (His likely Aim & Plan) • Most likely location of enemy based on information available • Contingencies 			
Target analysis : Hostages	5 Mks		
<ul style="list-style-type: none"> • Strength, M/F/Child • Appearance, Cloth, Height, Color, Hair. • Medical State • Action & Reaction • Likely location based on available information • Contingencies 			
Own Plan	4 mks		
<ul style="list-style-type: none"> • Design of battle • Phases of Ops • Detail of each phase Hit wise • Rescue of Hostages 			
Conduct of Hostage Rescue	10 mks		
<ul style="list-style-type: none"> • Deployment of Snipers and location of ICP • Confirmatory Recce if required • Climbing to the roof top • Position of Each HIT before Entry • Entry and techniques used • Method of execution of rescue • Search techniques 			

	<ul style="list-style-type: none"> • Re organization 			
	Contingency Plan <ul style="list-style-type: none"> • Contingencies in Route in • Contingencies in occupation of launch base • Contingencies in Target Area • Contingencies wrt hostages and Route Out • Others 	5 mks		
	Time Plan <ul style="list-style-type: none"> • Realistic time plan • Cater for each activity 	2 mks		
	Administration <ul style="list-style-type: none"> • Arms, Amn.& Explosives • Food & Water • Medical 	2 mks		
	Communication <ul style="list-style-type: none"> • Code-words for various activities • Field signals • Radio- Sets • Main & alternative frequency 	4 mks		
	Ghari Milao	1 mks		
	Delivery & confidence <ul style="list-style-type: none"> • Body language • Use of hand/ any other distraction • Eye contact with team • Presence of mind • Clear and concise use of sentences • Any other observation 	4 mks		
	Expression <ul style="list-style-type: none"> • Articulation • Unwanted gestures • Repetition of phrases • Language 	4 mks		
	Use of Aids for briefing	2 mks		
	Judges' pool	2 mks		
	Total	100 mks		

Final Marks : (Total/10) :...../10 = _____ Mks.

Signature of the Official

Date.

c) ASSESSMENT FORMAT FOR EXECUTION OF STO-2 (URBAN) – 25 Marks

TEAM: _____

S. No.	Details	Sub-division of marks	Marks Scored	Remarks
Assessment Table is for 100 Marks to be reduced to 25 Marks				
1.	Battle field turnout of HIT	2		
2.	Distribution and carrying of store	2		
3.	Movement and Positioning of close watch/sniper groups and dovetailing of snipers	4		
4.	Movement towards target area/Building	2		
5.	Maintaining surprise	4		
6.	Alertness of HIT/Tactics inside the building	2		
7.	Halt drill	2		
8.	Command and control of HIT commander	6		
9.	Use of field signals	2		
10.	Usage of tactical communication	4		
11.	Obstacle crossing drill/Approach to terrace of the building to ensure surprise	4		
12.	Stacking at the door/Method adopted to cover doors and windows	8		
13.	Demolition drill	6		
14.	Shock action : Surprise till final order Stand by GO is given	10		
15.	Control violence of action on contact	2		
16.	Speed of intervention/Method adopted to open the closed and open doors	6		
17.	Action on terrorist grenade	4		

18.	Avoid to stay in fatal funnel	4		
19.	Efforts made for multiple & simultaneous entry	8		
20.	Adherence to the Buddy System	2		
21.	Searching of hostage	4		
22.	Hand Cuffing	2		
23.	Evacuation of hostage	4		
24.	Searching of terrorist and PQR/dead body	4		
25.	All terrorist neutralized	8		
26.	Room clearance Report	4		
27.	Dovetailing Deception Action	2		
28.	Use of explosive/mechanical method for door entry	4		
29.	Search procedure of building by the BD unit/Calling of the BD unit	2		
30.	Avoidance of Cross Fire	4		
31.	Handling Of Contingency Situation	4		
32.	Re-org Drills	4		
33.	Overall assessment by umpire – Viability of Plan executed by Team in actual operation	10		
	Total	140		

Final Marks : Total/4 : _____ Mks.

Signature of the Official

Date:

CHAPTER-VIII

GUIDELINES FOR THE ORGANIZERS AND OFFICIALS

41. TROPHIES / MEDALS

- i) Separate winners Runner-Up & Hardliner trophies will be presented to the teams coming First, Second and Third Positions.
- ii) The trophies will be rolling trophies. Gold, Silver & Bronze medals will be presented to the teams declared First, Second & Third Positions in the SPOs/ CPOs.
- iii) In case of tie the team obtaining maximum marks in firing will be declared winner. If the mark are equal then the team having more marks in Confidence Course will be declared winner. If the mark of firing and confidence Course are equal then team having more marks in Briefing will be declared winner.
- iv) Entry fees for the competition will be Rs 100/- per participant including reserves.

42. GUIDELINES FOR THE ORGANIZERS AND OFFICIALS FOR ENDURANCE RUN:

- i) Chest numbers should be provided to all participants. All officials should be provided with duty-bands.
- ii) All participants should be checked to carry the prescribed Kit items for the Endurance Run.
- iii) Pre-allotted and checked Radio-Communication sets with satisfactory backup reserve equipment and batteries should be made between the concerned Officials/Referees/Judges at the starting and finishing lines. Dedicated communication channel and call-signs should be known to the officials.
- iv) Adequate number of pre-checked Stop-Watches should be arranged to cover the event.
- v) Adequate Officials/Referees should cover/follow the Team during the Endurance Run. Flags may be used for signifying the last participant.
- vi) Arrangements for Ground-sheets/ Tarpaulin at the finishing point should be made to keep the weapons and the weight-packs etc., preferably under a tent. Adequate arrangements for water points should also be made.
- vii) Maximum two "Team-Reserves" (including non-participating Team-Managers) will be allowed to help the Team in providing water and haulage of the equipment etc., before the start of the Obstacle Course.

43. GUIDELINES FOR THE ORGANIZERS AND THE CONDUCTING STAFFS FOR THE OBSTACLE COURSE:

- a. The obstacles should be made as per the "Standard Measurements". (Measurements may be obtained from Rajasthan Police Training Centre, Jodhpur or any other previous hosts). Same should be certified by the organizers before the start of the competition.
- b. Every participant should be given a Chest Number.
- c. Each participants of a team shall be released after a gap of 01 minute. The time for each participant shall be noted down individually.
- d. At each obstacle, there shall be an official referee/staff (nominated by the organizers) to ensure that all members of a team negotiate the obstacle in the prescribed manner. For this, the officials shall be suitably briefed.
- e. Obstacles with rope-work should be checked and tightened every day before and after the day's performances for safety.
- f. The landing grounds of the obstacles should be made soft enough for safe landing before and during the competition.
- g. Each obstacle should be manned by an official referee (nominated by the Organizers) with RED flag for FAULT (Not done) and GREEN flag for GO (Done), to ensure that all obstacles are negotiated as required.
- h. If a particular obstacle is not negotiated or wrongly attempted/negotiated, the staffs should point out the fault done to the participant the moment the mistake/fault occurs.
- i. Sitting arrangements should be made for the PO, referees and Team Managers near the starting point and finishing point.
- j. Pre-allotted and checked Radio-Communication sets with satisfactory backup reserve equipment and batteries should be made between the concerned Officials/Referees/Judges at the starting and finishing lines. Dedicated communication channel and call-signs should be known to the officials.
- k. Adequate number of pre-checked Stop-Watches should be arranged to cover the event.
- l. Adequate Officials/Referees should cover/follow the participants during the Obstacle course to attend to injuries if any. Arrangements for medical- cover must be conveniently placed.
- m. Flag may be used for signifying the last participant.

- n. The results along with all the proceedings of the committee shall be put up to the technical committee for scrutiny before their announcement.
- o. The results shall be announced before closing ceremony to avoid any kind of ambiguity.

CHAPTER –IX

FREQUENTLY ASKED QUESTIONS (FAQs)

44. GENERAL:

a. Are there any marks for the Endurance Run of 1.3km?

Ans:- No. A participant/Team doesn't get any marks for the Endurance Run. However, 05 marks will be deducted from the Team's total marks obtained as penalty for every 30 seconds delay after 07 minutes. (See Para 31.1, a to d)

b. Is it mandatory to wear all the prescribed Uniform/Kit?

Ans:- Yes. However, slight modifications in respective Kits may be permitted for competition purposes. For example, Commando ropes may be allowed in lieu of Web-Belts and Camouflaged Jungle-Hat/Monkey-Cap/Patka may be allowed in lieu of Helmet as Head gear. Helmet is essential for 1.3 km & 2.4 km Run.

c. Can Ropes/Slings be used to carry the weight?

Ans:- Yes. Modifications to the standard belts of the B-Scale/ Pack-08/Haversacks may be allowed to assist in carriage of the weight-pack.

d. Can the Team members help each other while running ?

Ans :- 1.3 km Run : No repeat No

2.4 km Run : Yes, since it is a Team event and the Team is to carry a Dummy of 50 kg

e. Will a participant be disqualified if some parts of the dress/ weight/ weapon fall off during the run?

Ans:- Yes, but only if he throws any item of the KIT enroute intentionally and fails to carry the same to the finish line. However, if he himself lifts and carries the dropped Uniform KIT item along with him to the finishing line, he is not disqualified. The Team mates may point out or hand over the dropped kit item to the participant except the weight- pack or weapon. If the weight pack or weapon is dropped/falls down due to breakage of slings/web equipment etc., only the participant will lift, carry or fix it. During 1.3 km run where as in 2.4 km run, any other Team member could assist.

45. FOR CONFIDENCE COURSE

- a. Sand witch & weaver are to be negotiated as given para 15.2 (s)
- b. All other obstacles are be negotiated for one end to the other in any manner convenient to a participant. However he should not fall (touch ground) in between two ends of obstacles. If one does so, It will be NOT DONE and individual has to redo the obstacle.

CHAPTER-X

SUBJECT FOR SKILL TEST

46. General

- A commando is highly knowledgeable and a skilled soldier. He believe in perfecting all the ingredients of a Commando Operation. Each Commando operation involve Tactical skills as well as Technical skills and hence having learned all the Tactical Skills a commando is made to learn skills such as First Aid in Field, Explosive & IED, Communication, Map Reading, Martial Arts, Driving including Evasive Driving, Room Entry & Shooting, Tracking, Under Water Diving, Parachuting & Sky Diving, Mountain Craft and any other skill which enhances and is complimentary/essential to accomplish a given mission. He should also be well versed with latest technology & latest equipment which is useful for Commando Operation.
- To start with few skills have been selected which are very essential for any commando to undertake a commando mission in Jungle or Urban Area. Skill with subjects details are given in succeeding Paragraphs.

47. Field Craft & Battle Craft at Section/Platoon Level

- The Subject include basic Field Craft lessons and section/Platoon level Tactics. The details of these subject are given in all military/CAPF Training Centre Manuals/ Books. These books are easily available, how ever the different lessons on the subject are :-
 - a. Why do you see things and observation in todays environment
 - b. Camouflage and concealment
 - c. Chal
 - d. Cover and Fire Position
 - e. Stalking
 - f. Judging Distance
 - g. Indication of Land Marks
 - h. Fire Control orders
 - i. Field Signal
 - j. Formations
- Battle Drill/Battle Craft/Section/Platoon leading Tactics :-
 - a. Movement Drills (Counting Drill, Obstacle crossing Drill, Halt, Listening Drill, Recce & securing a Bound etc)
 - b. Fire & Move

- c. Reaction on Effective Fire by enemy
 - i. In open and at close range (about 50 Mtrs separation)
 - ii. Engaged from a distance
- d. Counter Ambush Drill
- e. Re-organisation Drill after engagement
- f. Sentry Silencing Drill
- g. Action on encountering an IED in jungle operation
- h. Close Recce of an enemy position as part of Recce Patrol

48. New Equipment useful to a Commando :- Market is flooded with new equipment specially for special forces. Nobody should go after the new equipment based on advertisement & hand out circulated by firms. It is essential to tryout an equipment/ weapon before an organisation procure such equipment. On the other hand use of new technologies always plays an important role in operations. Hence, it is essential that all commando units must be aware of what is New in the field of :-

- a) Personal & Team Weapon
- b) Intervention Equipment
- c) Electronic & Communication Equipment
- d) Surveillance & Bugging Equipment
- e) Vehicles
- f) Handling & Disposal of IED and new Trends being used by Terrorist/ Insurgents/ Naxals.
- g) Cyber warfare equipment
- h) Radio Monitoring Equipment
- i) Mobile Apps which are useful for operation/ Map Reading/ Navigation.
- j) Health & Hygiene
- k) Preventive Medicine & First Aid Equipment

49. Close Recce of Enemy Position :- The culmination of efficiency & capability in field craft & battle craft is the ability of a commando to go as close to the enemy position as possible. It involves all the skills of Field Craft and the Test of a soldier in his ability in use of GROUND, His Body & WEAPON. Continuous practice of stalking under difficult conditions is the best method to develop the capability of going close to the enemy without being detected. To carry out a given task of close Recce of Enemy Position one has to plan it as an operation after due evaluation of Task allotted, Ground (Study of Map, Air Photo, Google

Map), enemy and his known disposition, layout of mines & obstacles laid, his habits and attitude and then work out own route and method of acquiring relevant information.

50. First Aid in Field :- Every Commando must have the basic knowledge on First Aid which will help him to sustain minor ailments in Field and he should be able to provide assistance to his buddy in providing first aid. At the same, he should know preventive measures against weather hazards in place of his posting. Essential subjects which a Commando Should know are listed below.

- i) Anatomy & Physiology Functioning of Body
- ii) Vital parameters of the Body
- iii) Artificial Respiration & CPR
- iv) Bandaging & Dressing
- v) Wound & Bleeding control in case of Bleeding
- vi) Fracture & First Aid Treatment
- vii) First aid in case of Head Injury or Back Injury
- viii) Snake bite & First Aid Treatment
- ix) Administration of Drugs
- x) First Aid Treatment for Shock & Fainting
- xi) First Aid Treatment in case of Drowning
- xii) First Aid Treatment for Burns
- xiii) Treatment for Diarrhea, Omitting, Temperature, Common Cold & Cough,
- xiv) Preventive measures against
 - a. Weather hazards – cold & snow, hot or humid, heavy rains, Malaria etc.
 - b. Adverse Terrain condition such as high altitude, Desert, Jungle etc.
 - c. Pre and Post strenuous training/test such as BPET/ Speed March/ Long Duration Operation away from camp.
- xv) Symptoms of stress & how to avoid stress in your Team member/Buddy.
- xvi) Know remedies to control Depression & Stress

51. Explosive/ IED/ Assault Charges :- A Commando Should be able to use explosive to complete his mission. IED/Mines are being used by Terrorist/ Naxal hence a commando should have complete knowledge on Explosive & IED.

Training Notes are available on the subject form concerned faculty of NSG Training Centre. Combat Faculty of CME, Pune and IED/Explosive School of CRPF Pune, Commando School of State & CAPF.

Essential subject which a commando must know are given below

1. Service Explosive & Accessories
2. Chain of Detonation
3. Single Charge
4. Multiple Charges
5. Joint & Junction
6. Dos & Dont's with Explosive & Accessories
7. Assault Charges :-
 - a. Pole Charge
 - b. Rammer Charge
 - c. Molotov Cocktail
 - d. Door Frame Charge
 - e. Lock Charge
 - f. Port Hole Charge
 - g. Window breaking charge
 - h. Shaped charges provided by Army Ordinance
8. IED and its Mechanism
 - a. Anti Handling Mechanism
 - b. Delay Mechanism
 - c. Command Mechanism
 - d. Ambient Mechanism
9. Do's & Don'ts of IED
10. Handling Procedure of IED
11. Precaution against IED/ Mines in Field
12. Service Mines & Time devices/Pencil

52. Hostage Rescue Mission Room Entry/ Room Shooting :- The Last offensive action by a commando in Counter Terrorist operation in Urban setting is Room Entry & Accurate Shooting to eliminate the terrorist before he can harm the Hostage or a Commando, hence there are drills/skills which are a must for Hostage Rescue Missions. Skills which must be perfected by a Commando are :-

1. Abseiling / Rappelling
2. Use of Bugging devices to collect information inside a building
3. Int Collect
4. Room Entry Drills & required coordination.
5. Room Shooting – use of Primary/ Secondary weapon, Gas Mask, Light, Laser, Stun Grenade.
6. Dynamic Entry – Use of Mechanical or Explosive means to force an entry

CHAPTER-XI

MODEL JOINING INSTRUCTIONS

53. The _____ Police is hosting the ___ All India Police Commando Competition for the year _____. The All India Police Commando Competition will be conducted in accordance with rules prescribed by the Central Committee, All India Police Duty Meet, New Delhi.

a. DATE

The ___All India Police Commando Competition -_____ will be held from ___ to _____

b. VENUE

All the events will be conducted at _____, near _____.

c. CLIMATE

Weather is _____ as it lies _____ equator and is _____. The temperature varies from ___ to _____.

d. VENUE AND REPORTING DATE

All participating teams are required to report at the control room of ___ All India Police Commando Competition at _____ Contact No. _____ It is advised that team should arrange their journey in such way that they arrive at _____ Railway Station latest by the morning of _____

e. RECEPTION AND TRANSPORTATION

All the teams arriving by trains will be received at _____ Railway Station and will be escorted to their places of accommodation. Reception center will be set at _____ Railway Station. Participants arriving by air will be received at _____ Airport. It is requested that mode and date of journey, train, flight number may please be communicated well in advance to the _____ Phone No. _____ Fax No. _____ e-mail _____ and necessarily should register themselves through phone/ e-mails . The transport arrangements for the participants to travel between the venue and accommodation will also be arranged. Each team will be provided with one liaison Officer.

f. ACCOMMODATION & MESSING

All participating teams and accompanying officials will be provided with suitable accommodation at _____. Teams must carry their bedding and mosquito nets etc. All participating teams are requested to clearly intimate the number of participants in our email ID so that suitable lodging arrangements etc can be made

accordingly. We will not be in a position to provide centralized messing facilities to all teams. However, necessary facilities for running messes will be provided to each team on payments basis. Each team is requested to bring their own messing arrangements including cooks, sweepers, helpers, followers, utensils etc. Dry ration and fresh vegetables will be supplied on demand to teams in advance payment basis. The accommodation arrangement committee will arrange to supply LPG gas cylinders to all the teams. Gas cylinders will be made available on a security deposit of Rs_____ No fire wood will be allowed to be used for cooking purpose.

g. AIR/RAIL RESERVATIONS

Participating teams and officers must arrange their return air/rail reservation in advance. However, necessary assistance will be provided to all teams.

h. ELIGIBILITY CRITERIA

Every competitor participating in the competition should have completed a minimum of one year of continuous service in Police Forces and certificate to that effect should be appended at the bottom of the entry form duly signed by an officer not below the rank of SP/Commandant. The entry forms should not contain more names than the limits as laid down.

i. ENTRY FORM

The Entry Form signed by an officer not below the rank of SP/Commandant is required to be sent to organizing Secretary before _____. The entry forms should have a certificate stating that all the participants are physically and mentally fit to participate in All India Police Commando Competition and that during the competition, if any participant sustains any injury/grievous hurt, organizers will not be responsible. The Performa of Entry Form is attached as appendix .

j. ENTRY FEES

Entry fees for the competition will be Rs.____/- per participant including reserves/Team Manager/Coaches and others. This fee has to be sent to the Organizing Secretary, ___All India Police Commando Competition-___ along with the Entry Forms. It is requested that this amount may be remitted through Bank Draft in favor of Organizing Secretary, ___ All India Police Commando Competition-____, payable at State Bank of India, _____.

k. CONDUCT

The competition will be conducted as per the instructions given in the General Instructions communicated by this office letter No. _____ dated _____

l. CLINIC MEETING

A clinic meeting of the Team Managers and Coaches with respective conducting Officers will be held at _____ at _____ hrs. It is compulsory for all the participating Team Managers to attend the meeting. The Technical officials and the Organizing Secretary will also brief the teams.

m. DRAW OF LOTS

Draw of Lots will be conducted one day prior to the commencement of the Competition for the sequence and timing of competition of the teams. Draw will be conducted in the presence of all Teams Managers/Coaches during the Managers Meeting

n. UNIFORM

All the members of the participating teams are requested to wear prescribed Commando Uniform during the Competition and also during the Inaugural and Valedictory Ceremonies.

o. OPENING & CLOSING CEREMONY

The Opening Ceremony will be held on _____ the forenoon and closing ceremony will be held on _____ afternoon at _____

All teams should bring their respective State Police / Central Police Organization/ Union territories Police flags of the following specifications.

- I. Flag for Hoisting : 6' x 4' - 1 Nos.
- II. Flag for March Past : 3' x 2' - 1 No.

p. DISCIPLINE AND SECURITY

- a. A high standard of discipline is expected from all ranks in the participating teams. The Team Manager / Captain will be personally responsible for the discipline of the team during the competition. All participants are required to bring their Identity Cards and Health Card/ Medical Fitness Certificate. No participant will be allowed to participate in the competition without identity card and health card / Medical fitness certificate.

b. The Team Managers of the participating teams should deposit two recent passport size photographs in uniform of each participant/ official for the purpose of preparing Commando Competition Identity Cards at arrival in _____

q. **MEDICAL:** There is a Government hospital at _____. Medical back up during conduct of competition will be provided by the Hospital.

r. **TELEPHONE NOS.**

Sl No	Officers	Office	Mobile	e-mail I.D.
1.				
2.				
3.				
4.				

s. **SECURITY ARRANGEMENT:** In order to ensure security, all the officials and members of the participating teams will be required to always carry their identity cards. Each member of the participating team should bring with him two recent photograph of passport size in working uniform duly attested, for the purpose of preparing Duty Meet Identity cards.

t. **DISCIPLINE:** It is emphasized here that each members of the participating teams is expected to exhibit the highest and exemplary standard of discipline both at the venues of competition and outside it. If a team manager or coach wishes to lodge any complaint of protest he must take recourse to the provision of appeal laid down in the Central Coordinating Committee, All India Police Duty Meet Rules.

u. **CO-ORDINATION AND CORRESPONDENCE:** Each participating team is requested to designate a senior officer as the liaison officer and his Name, Rank, Address including Phone/Fax No; and e-mail address may kindly be intimated.

v. All correspondence pertaining to the All India Police Commando Competition should be addressed to:

CHAPTER – XI

FORMATS OF VARIOUS FORMS

54. The participating teams may submit the details to the organizers in the format of various forms given below;

- i. Entry Form
- ii. Participants Details
- iii. Arrival Details
- iv. Departure details

ALL INDIA POLICE COMMANDO COMPETITION

MODEL ENTRY FORM

Name of the State /CPOs :
Name of the Team Manager :
Name of the Trainer :
Name of the Doctor :
Name of the Team Captain :

S.NO	Rank	IRLA/Regt no	Name of participant	Photo
				Affix passport size photograph (height:4.5 cm width 3.5 cm) Duly mentioning name written overleaf for each participants separately.

Certificate:

1. It is certified that all the participants belongs to(Name of Org)
2. All the participants are physically and mentally fit to participate in 4th All India Police Commando Competition-2013. In case of any injury/grievous hurt to the participant(s) during the competition, organizer will not be responsible.
3. All participants have completed one year of service and have not participated more than two times in All India Police Commando Competition.

Signature of Head of Trg. /Head of Department
(Not below rank of SP/Commandant)

PARTICIPANT DETAILS

Basic Information			
Title	First Name	Middle Name	Late Name
Name to appear on Certificate:			
Rank:	Gender (M/F):	Mobile No:	
Year in which any AIPDM Award won:	Birth Date:	Service join Date:	
Photo	Address		
Paste Passport Size photograph here			

ARRIVAL DETAILS			
Mobile:	Date:	Time:	Station:
If Rail:	Train NO:	Train Name:	
If Air:	Flight No:	Flight Name:	
If Road:	Vehicle No:	Vehicle Type:	
If Road: (own vehicle)	Vehicle No:	Vehicle Type:	
	Driver Name:		Driver Mobile:

DEPARTURE DETAILS			
Mode:	Date:	Time:	Station:
If Rail:	Train No:	Train Name:	
If Air:	Flight No:	Flight Name:	
If Road:(Public transport)	Vehicle No:	Vehicle Type:	
If Road: (own vehicle)			
	Vehicle No:	Vehicle Type:	
	Driver Name:	Driver Mobile:	

55. MISCELLANEOUS

- a) All equipments, stores and ammunition will be brought by the teams, as per the General Instructions issued by the Organizer.
- b) Protest, if any, will be lodged with the Jury of Appeal along with a Protest Fee of Rs. 500/- (non-refundable).
- c) The organizing committee will not entertain any dispute. The decision of the Jury of Appeal will be final in this regard.

56. ENTERTAINMENT / CULTURAL PROGRAMS:

Arrangement for variety and cultural program has been made. Participating teams are requested to come prepared with presentation of some items of dance, group/solo song, skit etc.

57. BARA KHANA

There will a Bara-Khana on ____ at ____hrs at the _____ Ground. All teams will have to prepare their own food of their choice. All teams will assemble for the "Bara- Khana" by _____.

58. CONCLUSION

All the teams are requested to comply with the instructions to achieve the true team spirit and objective of the competition.

-o0o-

REQUIREMENT OF OFFICIALS

- **Marshalling 03 (1 Offr& 2 SOs) = 03**
- **STO-1 Briefing (5 Offrs (2 Res) = 05**
- **Conf Course (4 Offrs& 4 SOs) = 08**
- **Firing (4 Offrs& 5 SOs) = 09**
- **STO-1 Ex (20 Young Offrs) = 20**
- **STO-2 Briefing & Ex (8 Offrs incl 2 Res) = 08**
- **Total 42 Officers & 11 SOs = 53**

Officials

- **23 ORs-for Obstacle Umpires and 04 Time-Keeper.**
 - **Separate files to each official with Draw of Lot, Instructions,**
- Format of results and Compiled Result Sheet**
- **Files to STOs Officials should contain maps and building plan.**

Appendix- "B"

(Rep Para 31)

COMBAT SHOOTING

1. Keeping the aim and objection of introducing combat shooting in the competition NO FIX practice is required to be laid out. It is more close to a Situation Engagement when a firer is to adopt firing position as per cover available, move to different firing position and engage the target with Rifle/ Pistol in speed. In this event a firer will move to a Start Point (behind cover) with both Rifle & Pistol, loaded magazine, safety catch on 'S'. on orders 'GO' he moves out of cover into the range and move in front of each. Target along the given line of Move and engage Target using the cover available. Time allotted for completing the event will be fixed. Target will be electronically or mechanically controlled and after the given time the target will disappear. At the finish End across the Range, the firer will clear the weapon, report "All clear" and move out. After each firer, the Umpire staff will check the score & get targets repaired for the next firer. The event will be conducted for the Team in one by one sequence.
2. **Scoring** :- Each Target -
 - a. Only one HIT on each target will counted and awarded ONE POINT.
 - b. Rubia Target :- HIT on Terrorist will be awarded ONE POINT and HIT on RUBIA will be MINUS ONE POINT.
3. Distance for each target will differ, it may range from 35 Mtrs to 15 Mtrs.
4. Practice for Combat Shooting will be prepared by the Host organisation and Technical committee three months prior to the competition and will be circulated to all participating Teams. Any doubt in the practice will be clarified by the host organisation during Recce & Familiarization visit of the Teams prior to competition.
5. As an example CD on one such practice is attached for information.

ANNEXURE-I











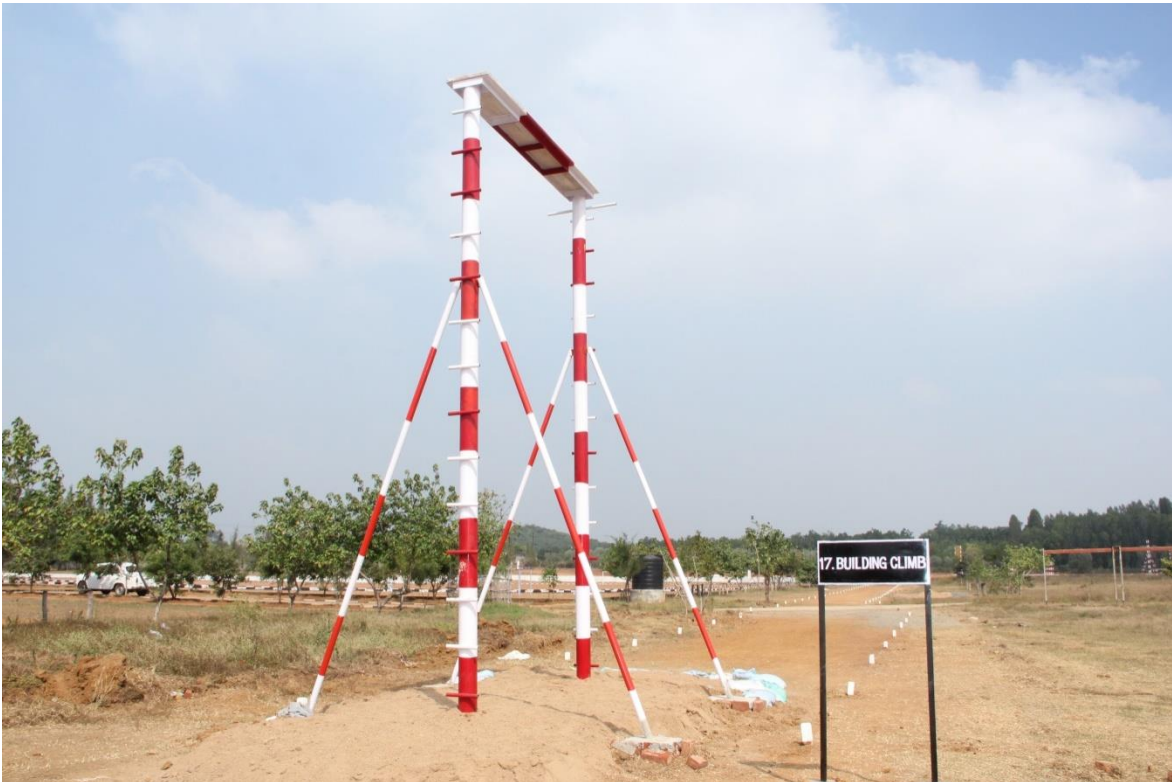




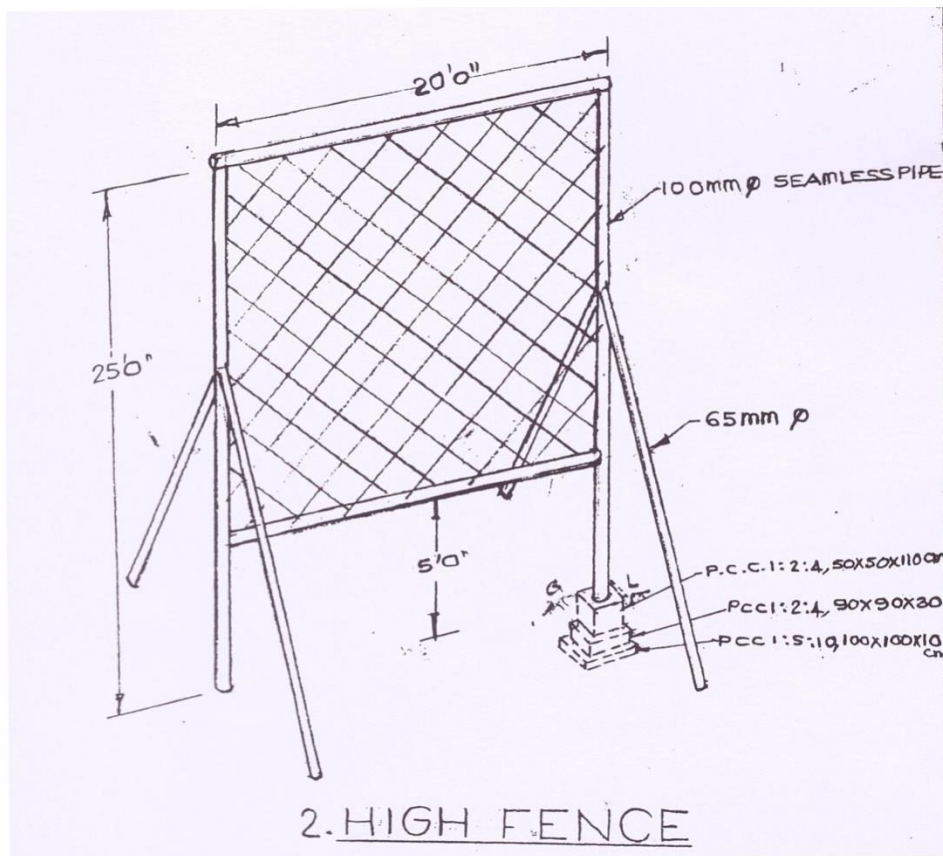
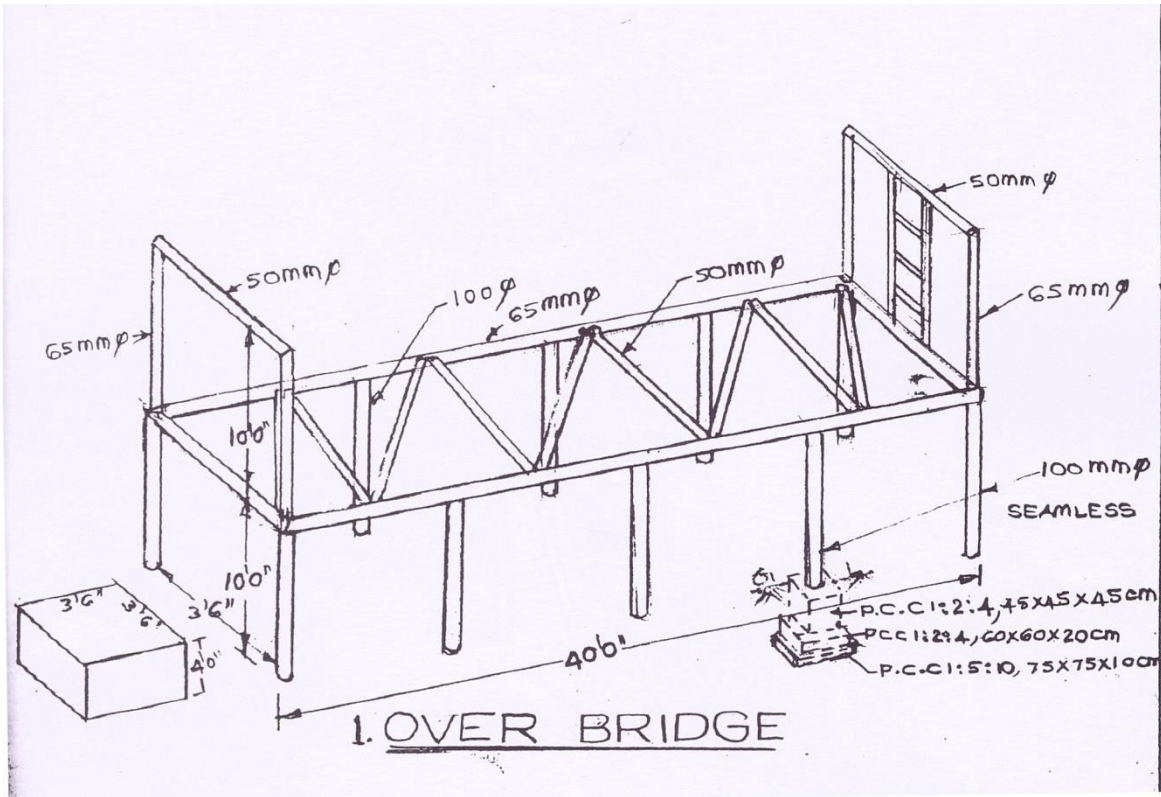


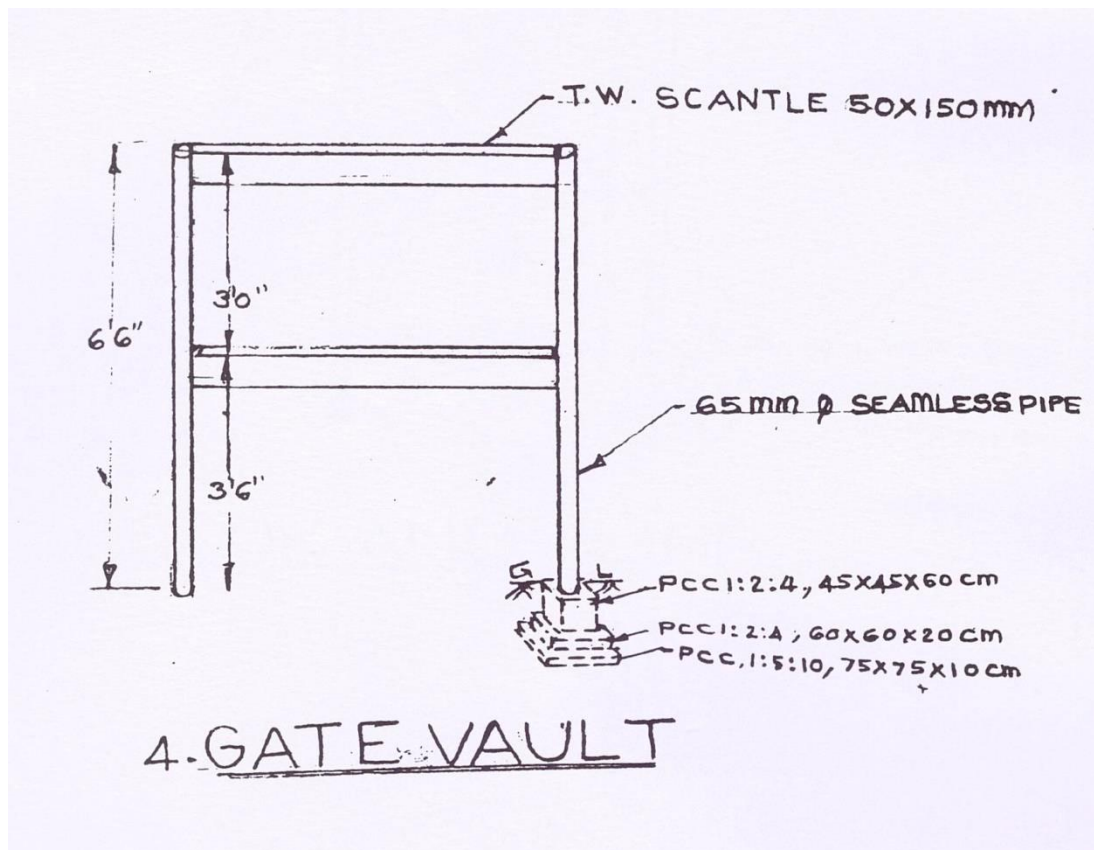
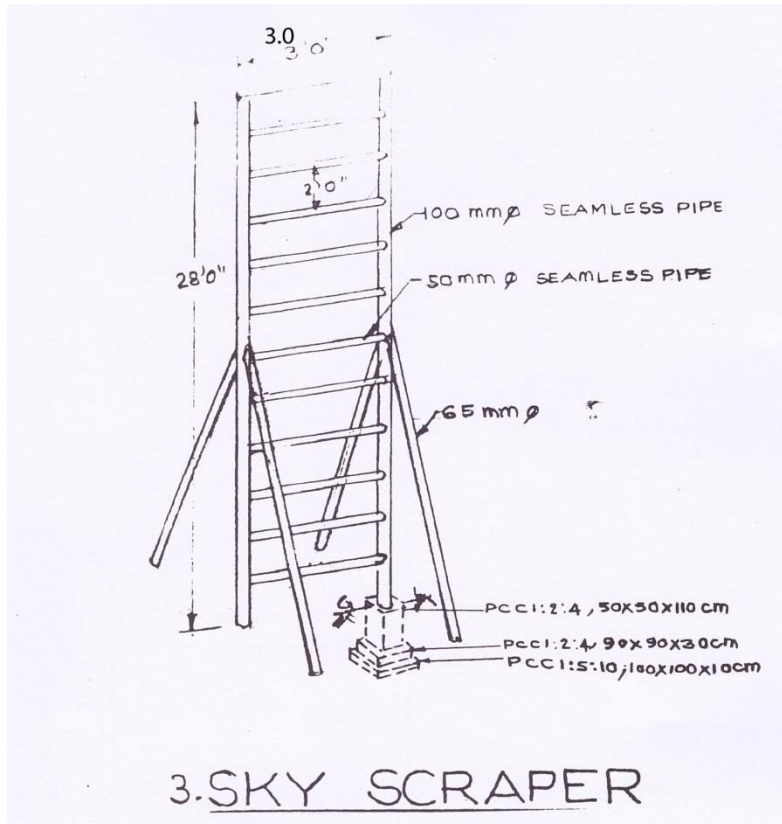


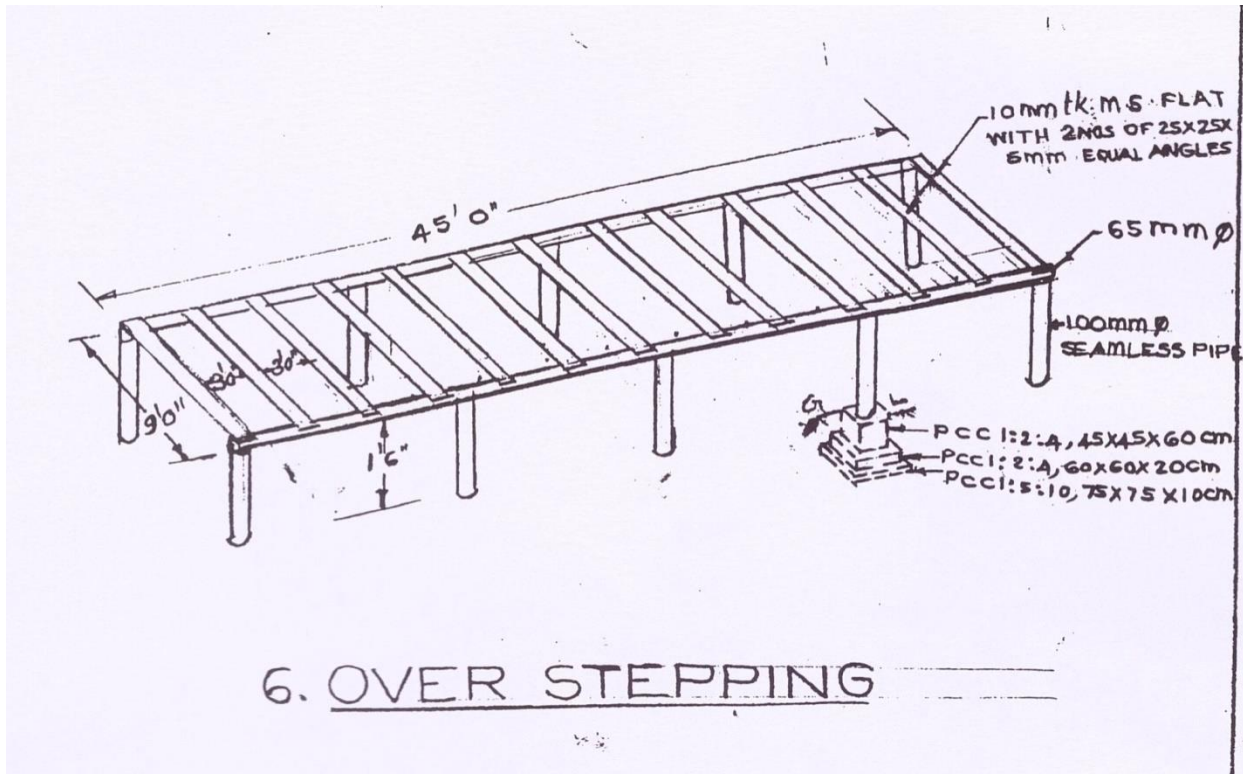
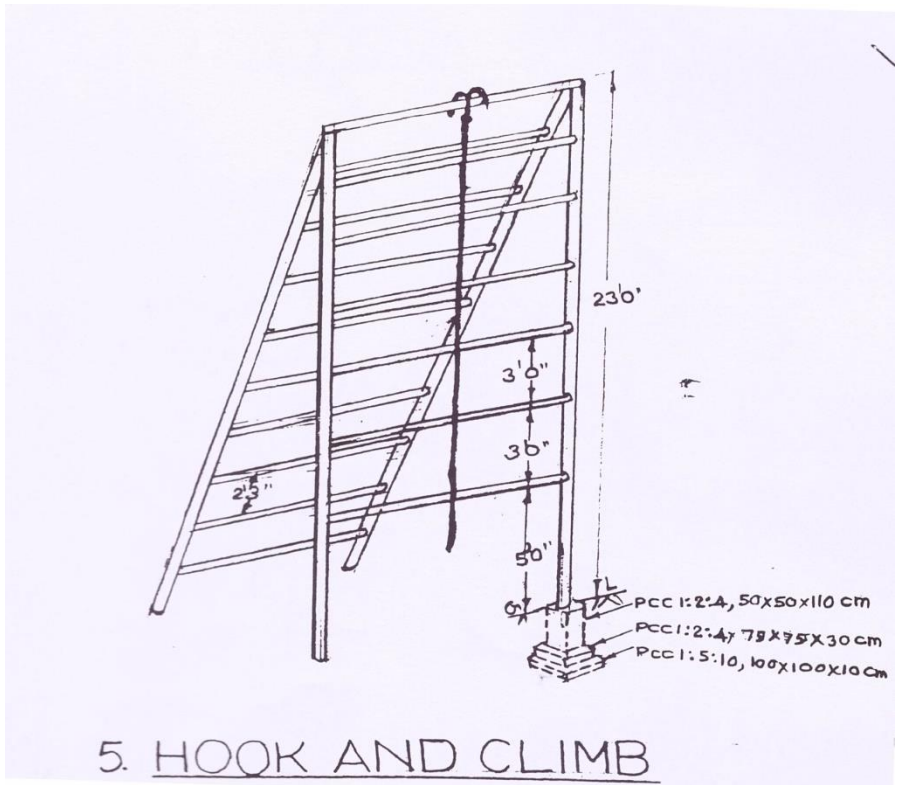


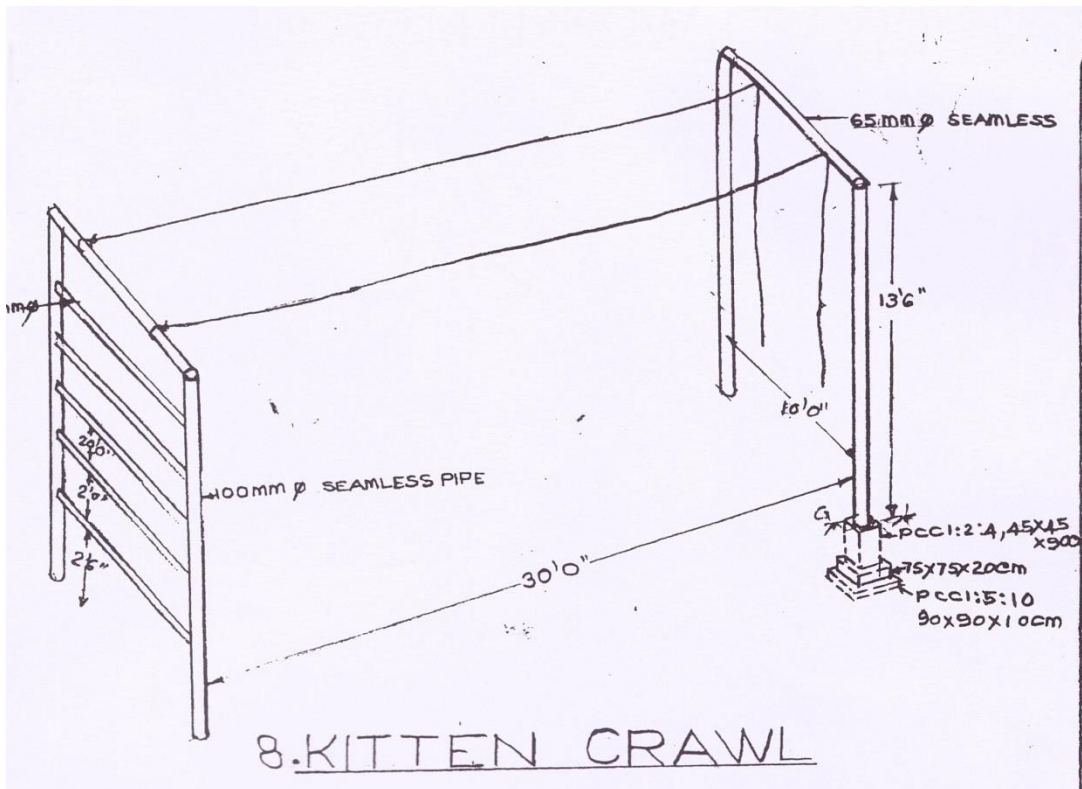
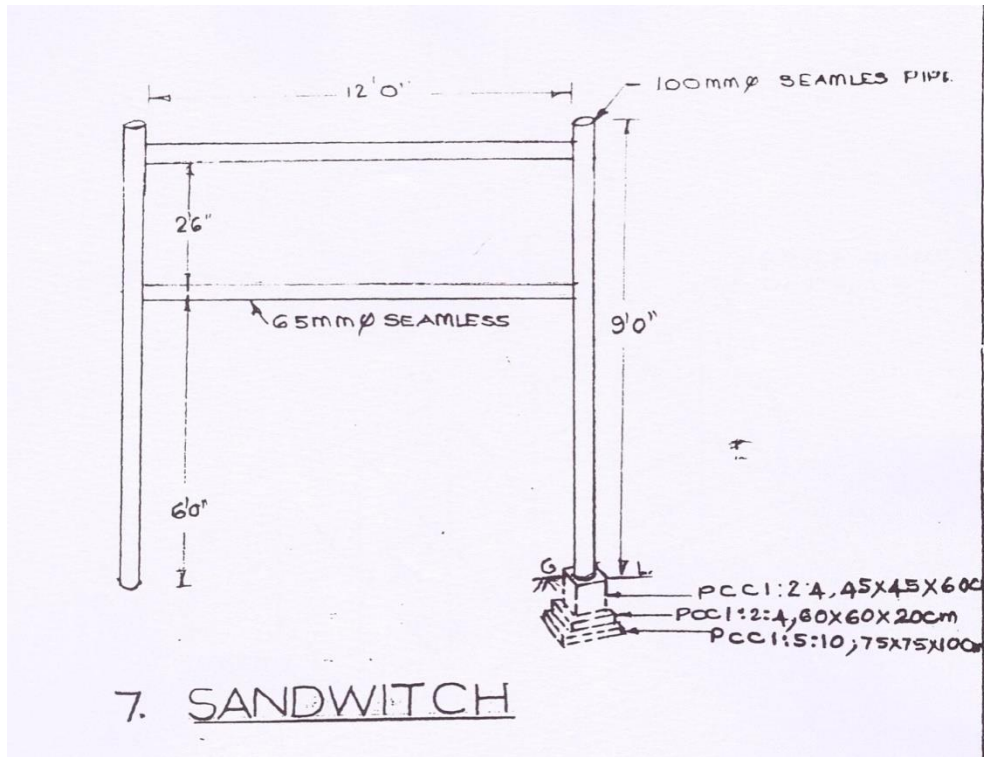


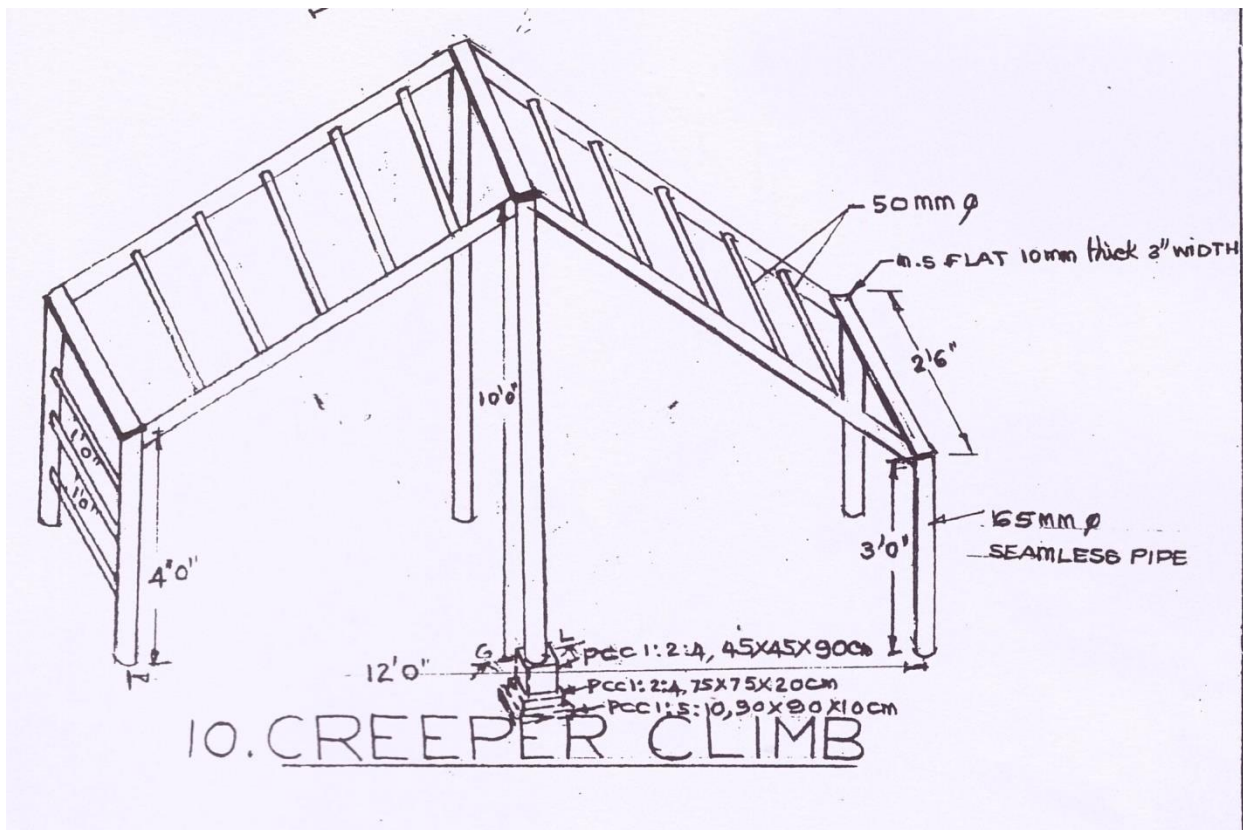
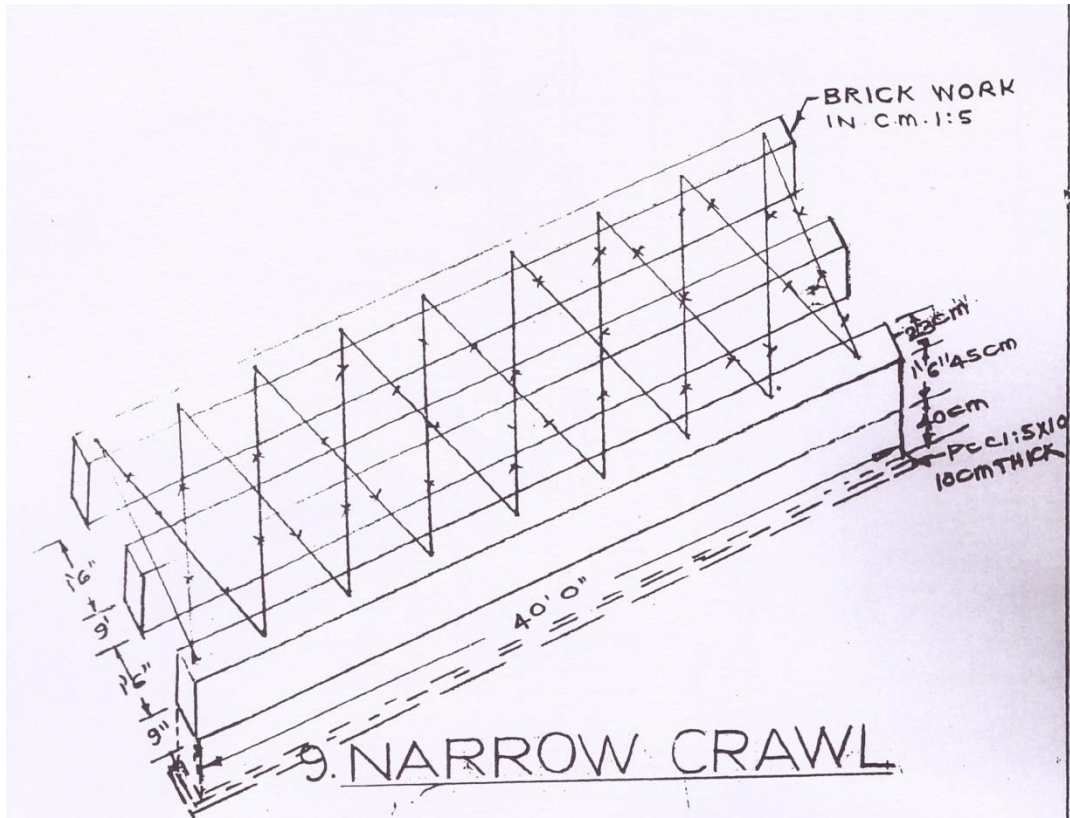


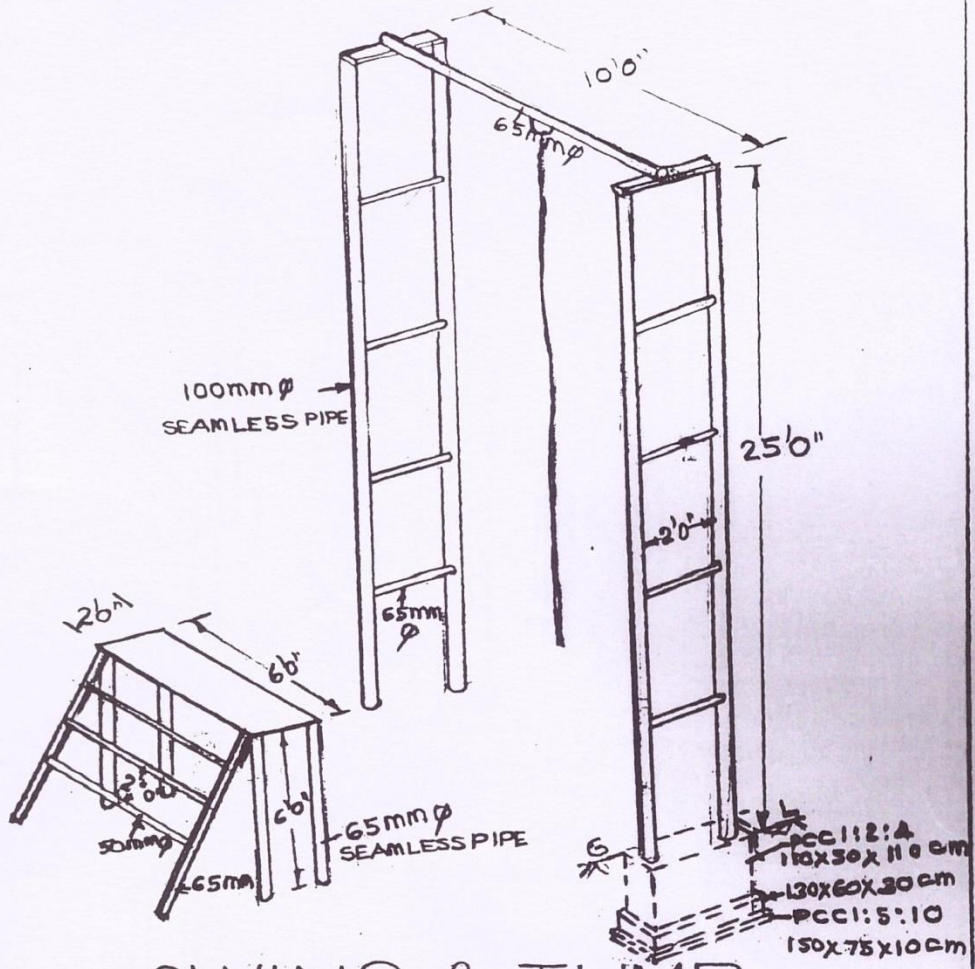




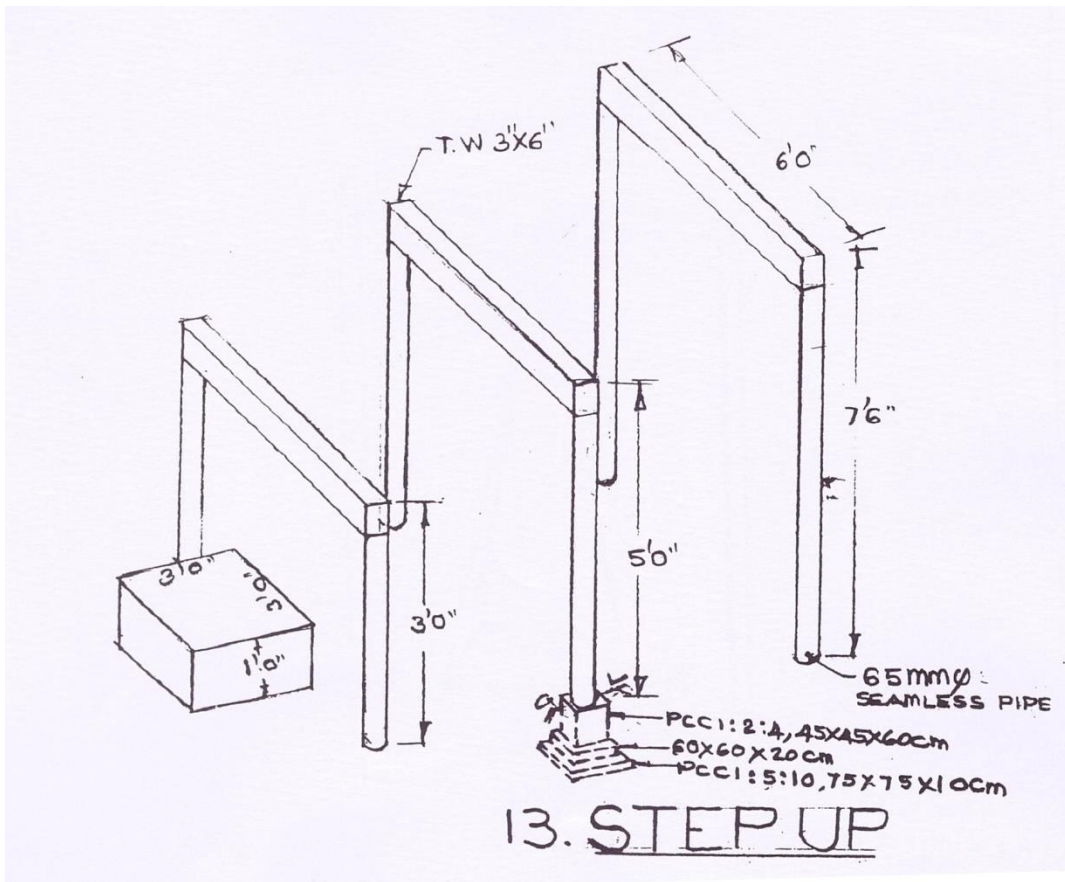
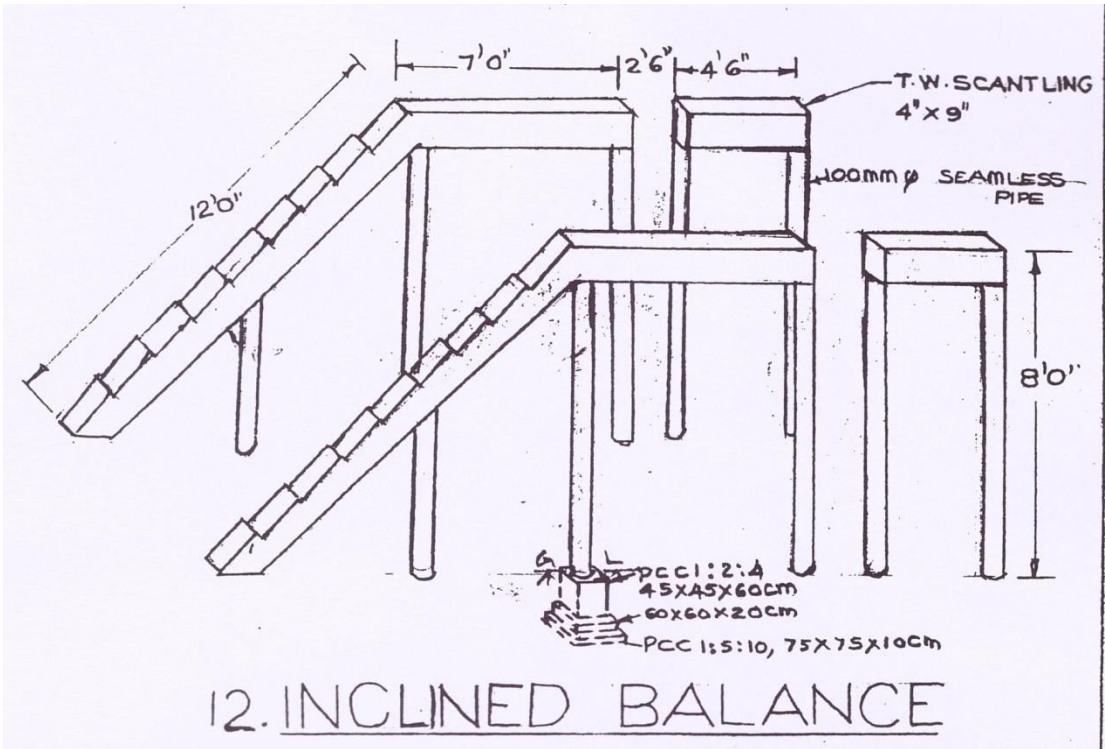


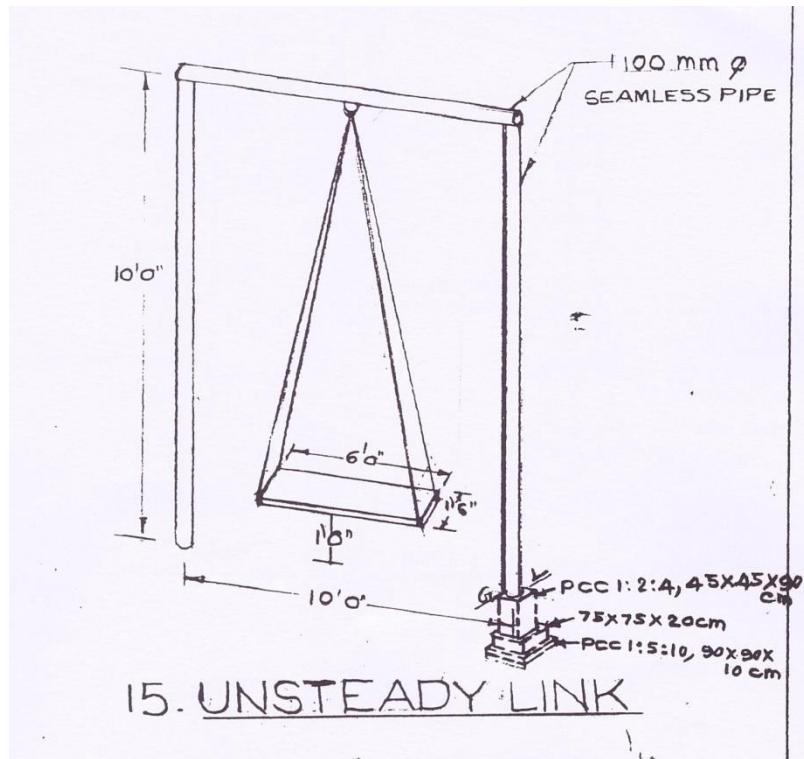
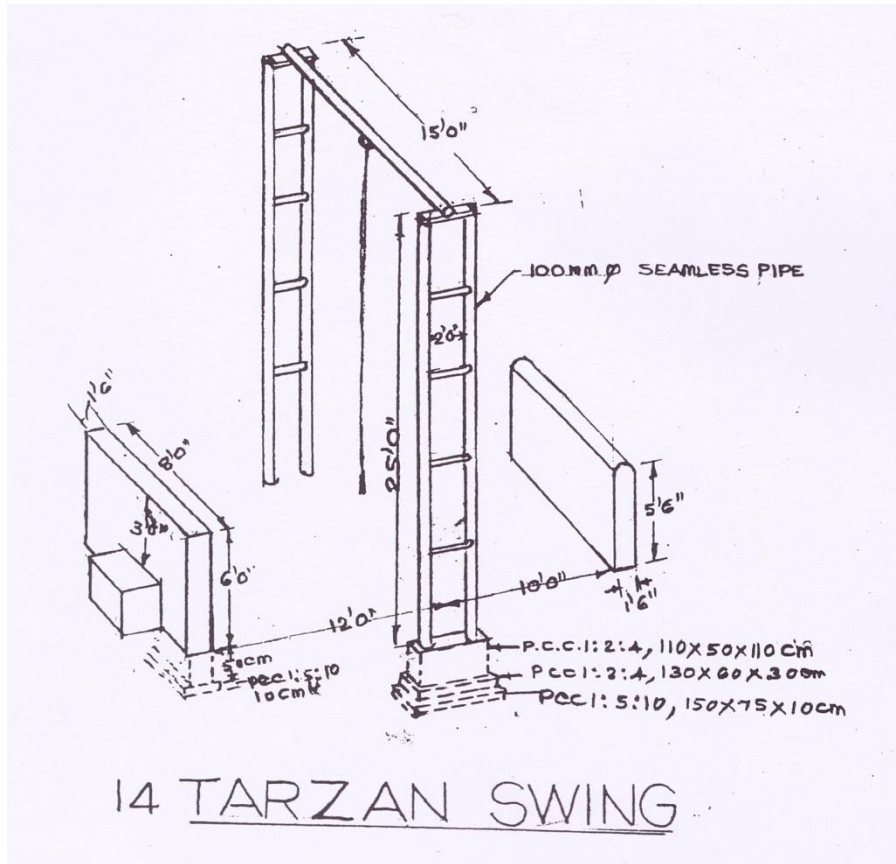


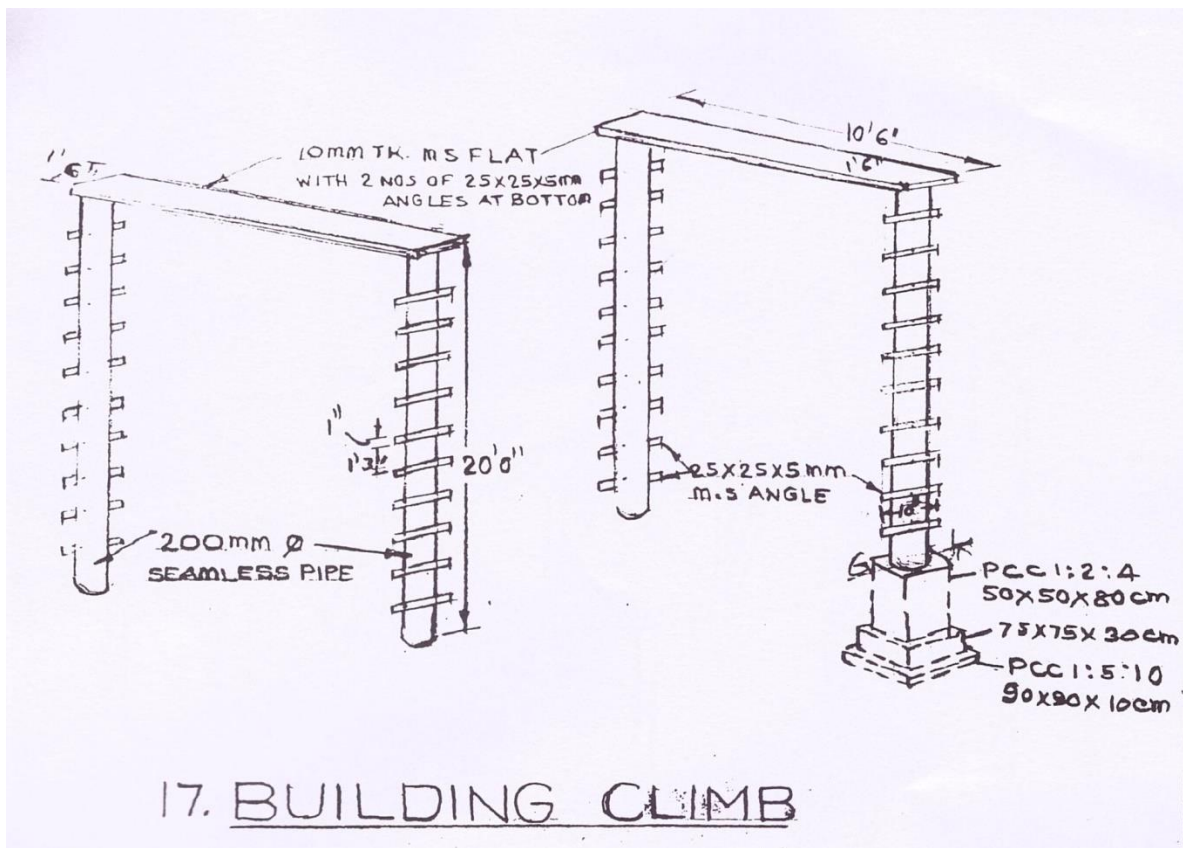
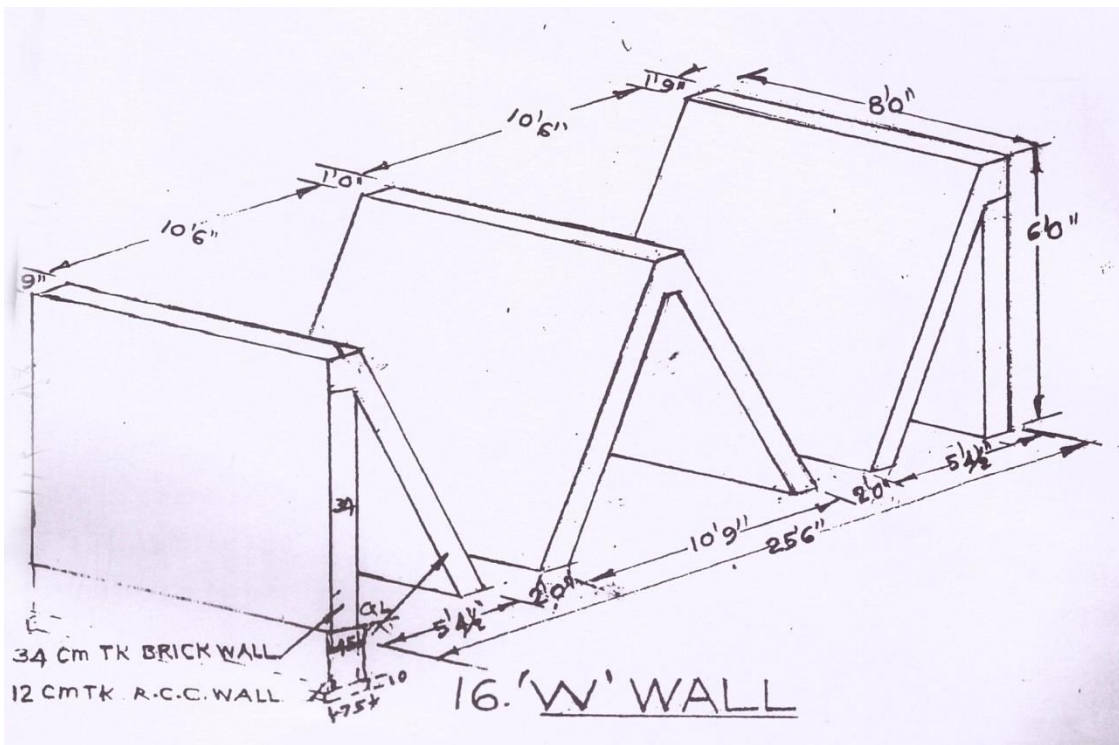


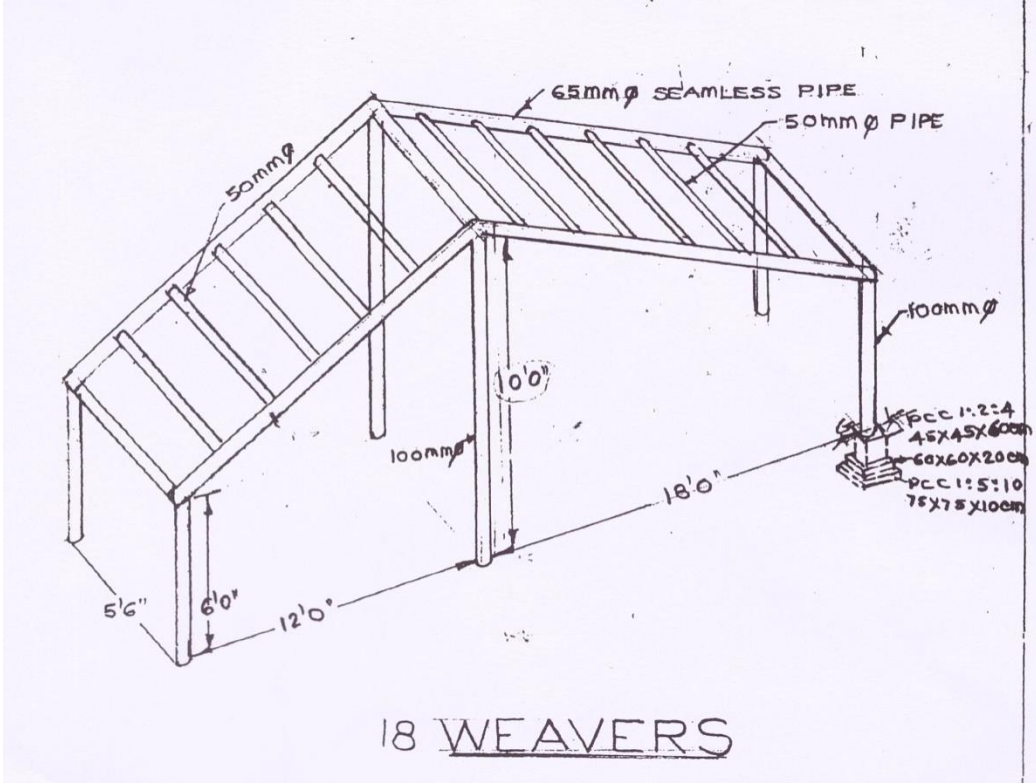


II. SWING & JUMP



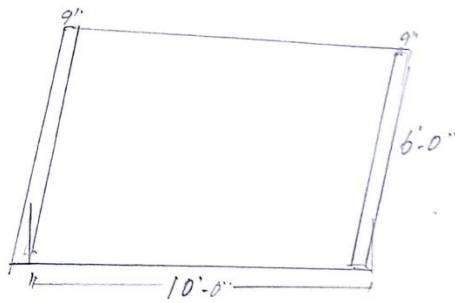




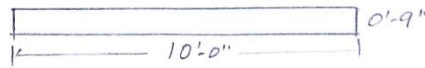


19. SIX FEET WALL

10'-0" x 0'-9" x 6'-0" wall



ELEVATION



PLAN