



EDELWEISS RAID 2019

Competition Rules

1) Participants

Every squad is made up of eight soldiers. At least one member of each team is qualified to lead the squad in alpine terrain.

2) Equipment

Only clothing and equipment that has been introduced into the respective armed force may be used, without any changes.

The additional use of civilian drinking vessels is permitted.

Instead of military sunglasses civil equipment may be used.

Instead of military boots civil equipment may be used with a minimum weight of 2000g per pair.

2 a) **Minimum equipment per participant**

- boots
- winter camouflage suit
- field cap
- skis
- ski poles
- climbing skins
- ski crampons
- avalanche transceiver
- backpack
- assault rifle fastened onto the backpack
- sunglasses or ski goggles
- mittens or gloves
- overmittens
- woollen cap
- waterproof jacket
- waterproof trousers
- shovel



- avalanche probe
- climbing harness
- accessory cord
- 2 HMS carabiners
- headlamp
- thermos flask

2 b) Additional equipment per squad, including at least

- first aid equipment
- 4 bivy bag
- altimeter
- compass
- binoculars
- radio (provided)
- 2 UT2000 rescue litters (provided)
- spare climbing skin

2 c) Bivouac equipment

- Provided equipment:
 - 3 tents
 - 8 roll mats
 - 40 liter of water
- Recommended equipment (to be transported at the task „sledge pulling“):
 - cookers
 - gas cartridges or cooker fuel
 - sleeping bags
 - extra underwear
 - extra socks
 - cutlery
 - food
 - toiletries

3) Procedure

3 a) Start

- Every team arrives at the starting area fifteen minutes prior to the start
- Equipment check
- Mass start

3 b) March route

- The route runs along the marked route or the ordered waypoints



- The squad must not be spread more than 50 metres, or no more than 100 metres when descending with the skis
- When a faster squad in formation approaches slower competitors, the slower competitors have to cede the passage to the faster team upon the request “Spur frei” (“cede the way”)

3 c) Task “Avalanche Victims Search”

- Turn off the route when the respective start number is indicated
- Search and recover two avalanche transceivers. The centre of the search field is marked with the respective bib number; the transceivers are buried at a distance of up to 15 metres
- Switch all transceivers to “receive” mode. At the end of the ski slope all transceivers are to be switched to “send” mode
- Subsequently, the avalanche transceiver is to be worn on the person at all times during the competition

3 d) Task “Vertical passage”

- Climbing a very steep rock along a fixed rope

3 e) Task “Abseiling”

- Set up an anchor by using the material available (a pair of skis, long hose strap, HMS carabiner)
- The squad has to descend by abseiling either passively or actively with self-belaying techniques
- The anchor and the rope remain on-site

3 f) Task “Roped Team”

- Rope up
- Descend and continue along the determined route

3 g) Task “Reconnaissance”

- Observe the given reconnaissance targets
- Estimate direction and range
- Update the observation sketch
- Submit the sketch for evaluation
- Pass the penalty distance according to the result

3 h) Task “Sledge Pulling”

- Construct a transport sledge of two UT2000 rescue litters
- Transport the bivouac equipment to the bivouac site

3 i) Bivouac

- Pass the timekeeping line
- Get the provided bivouac equipment
- Pitch the tents in the assigned area
- Bivouac



- Hand over bivouac equipment in the morning
- Proceed to the second day's start

3 j) Second day's start

- Arrive at the starting site in time
- Mass start

3 k) Task "Rescue"

- Set up an anchor
- Lower one rescuer down to the victim
- Rescue the victim

3 l) Task "Live Firing"

- Get ammunition and earplugs
- Insert the earplugs
- Proceed to the assigned position
- Each competitor fires two rounds
- Collect rounds behind the position to fight the remaining targets
- Continue the procedure until you hit all targets or the ammunition has been used up
- The leader of the competition squad is to ensure that the weapon is safe
- Plug the empty magazine
- Depart the rifle range as instructed by the firing range personnel
- Handover earplugs
- Pass the penalty distance according to the result

3 m) Task "Orienteering"

- The squad is issued a route sketch
- Go through all control points and mark the respective control box with the control clip
- Sketch will be checked at the finish

3 n) Task "Transport of an Injured"

- Construct a transport sledge of two UT2000 rescue litters
- Transport one squad member along the determined route

3 o) Task "Throwing Hand Grenades"

- Every competitor has to throw two hand grenades
- Recover any grenades that failed their mark and throw again
- Continue the throwing/retrieving procedure until all 16 hand grenades have come to rest in the target area



3 p) Task “Quick March”

- Proceed along the marked route
- The marching time will be tripled

3 q) Task “Planning”

- Calculate the duration of a march to a given destination
- Reach the destination
- The difference between the marching time and the calculated time will be added to the overall time

3 r) Finish

- Pass the finish line
- Restore the same order of equipment as before the start
- Report to the director of the competition
- Pass the equipment check

4) Conduct during the competition

4 a) General remarks

- The competition is to be undergone with one’s own resources.
- The team must not accept any help from others

4 b) Dropping out of the competition:

- Competitors who are not able to proceed have to be transported to the next occupied place by the team
- The squad is allowed to continue the competition as long as one squad member has the required alpine qualification and the number of soldiers is at least four

4 c) Emergencies

- In case of emergency the team has to report via radio
- The squad remains together until help arrives and the Competition Organisation clears the squad for continuing the competition
- Squads not involved in the incident are obliged to assist, if necessary

4 d) Health limitations

- Should medical treatment of a competitor become necessary, the Competition Organisation will decide if the person in question may continue or not

5) Ranking

- Squads, too slow to reach the day’s finish before nightfall, will be stopped and transported to the Camp Lizum



- The “Edelweiss Raid” pin in silver will be awarded to each successful competitor
- Squads that complete the competition with all their members will be counted in the ranking according to the total competition time
- Reasons for disqualification:
 - Violation of the competition rules
 - Violation of instructions given by the competition organisation
 - Shrewd interpretation of the competition rules
 - Dangerous behaviour
 - Unsportsmanlike behaviour
- Protests can be lodged within fifteen minutes after end of competition

