



6. Jägerbrigade
Kommando
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The Alpine Infantry Competition Rules “EDELWEISS RAID 2013“

1) Participants

Every squad is made up of eight soldiers. One participant of each squad is to submit a certificate documenting his alpine qualification.

2) Equipment

Only clothing and equipment that has been introduced into the respective armed force may be used, without any changes. With the exception of avalanche transceivers and radios, no electronic devices may be carried along.

Civilian sunglasses and drinking vessels are permitted.

2 a) **Starting equipment**

Visible on the person:

- winter camouflage suit
- field cap
- boots
- skis
- skiing sticks
- climbing skins

On the back:

- backpack or UT2000 rescue litter
- assault rifle with plugged magazine fastened onto the backpack

2 b) Minimum equipment per participant

- underwear
- socks
- high mountain (under)shirt
- boots
- winter camouflage suit
- field cap
- skis
- skiing sticks
- climbing skins
- avalanche transceiver
- backpack
- Steyr AUG assault rifle with plugged magazine fastened onto the backpack
- glacier goggles
- mittens
- overmittens
- woollen cap
- waterproof jacket
- waterproof trousers
- shovel
- avalanche probe
- combination harness
- accessory cord
- 2 HMS carabiners
- headlamp
- thermos flask

2 c) Additional equipment per squad, including at least

- backpack first aid box
- 4 bivouac sacks
- altimeter
- compass
- binoculars
- radio
- 2 UT2000 rescue litters
- 1 spare climbing skin per type of skin used

2 d) Bivouac equipment

- 3 team tents
- 3 gas cookers
- 3 gas cartridges
- 8 sleeping bags
- 8 roll mats
- 8 thermal jackets, high mountain or extreme cold weather
- 8 sets of extra clothes
- 8 pairs of extra socks
- dishes
- cutlery
- food
- toiletries

3) Procedure

3 a) Start

- Five minutes prior to the start a red flare is released.
- Every team lines up at the starting line.
- Line-up is with ascending bib number from the right side.
- The mass start is effected when the green flare is released.

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 a slower squad going in formation, the slower squad is to cede the passage to the faster one upon the request “Spur frei” (“cede the way”).

3 c) Station “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 “send” mode. Subsequently, the avalanche transceiver is to be worn on the person at all times during the competition.

3 d) Station “Reconnaissance”

- Receive the observation sketch and accessories.
- Occupy the assigned observation site.
- Draw an observation sketch within a period of 10 minutes.
- Submit the sketch for evaluation.
- Go through the awarded penalty distance according to the result, if any.

3 e) Station “Rescue”

- The rope will be provided at the site.
- Set up an anchor.
- Lower one rescuer down to the victim.
- Rescue the victim.

3 f) Station “Throwing Hand Grenades”

- Every competitor has to throw at least two hand grenades.
- Recover any grenades that failed their mark and throw again.
- Continue the throwing/retrieving procedure until all 20 hand grenades have come to rest in the target area.

3 g) Bivouac

- Pass through the timekeeping line.
- Report to the head of the station.
- Take over the bivouac equipment.
- Pitch the tents in the assigned area.
- Hot beverages, water and medical treatment will be available.
- Bivouac
- Return the bivouac equipment, collect the climbing rope, and have Marching Route 2 signed into your card.

3 h) Second day’s start

- The start is conducted in order of intermediate results.
- Every squad will line up at the starting line.

3 i) Station “Putting to Rope”

- Put to rope as indicated per “several men on the rope”.
- Descend and continue until the end of the rope-up stretch.
- Unrope.

3 j) Station “Live Firing”

- Collect and insert the earplugs.
- Proceed to the assigned position.
- Put on the banded earplugs.
- Fill up the magazine.
- Fight the targets.
- Obtain one round for every target missed at the munitions depot behind the position and fight the remaining targets.
- Continue the procedure until you hit all targets or the ammunition has been used up.
- The head 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.

3 k) Station “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 l) Station “Land Navigation”

- The squad is issued a control card with the coordinates of the ground points.
- Go through all control points and mark the respective control box with the control clip.

3 m) Station “Transport of an Injured”

- Construct a transport sledge of two UT2000 rescue litters.
- Transport one squad member to the finish of the station.

3 n) Finish

- Pass the finish.
- Submit the control card for “Land Navigation”.
- Restore the same order of equipment as before the start.
- Report to the director of the competition.

4) Conduct during the competition

4 a) General remarks

- The competition is to be undergone with one's own resources. Accepting help from others is strictly prohibited.

4 b) Dropping out of the competition:

- The squad is to take competitors who cannot continue the competition to the next station.
- The squad is allowed to continue the competition as long as one squad member has the required alpine qualification.

4 c) Emergencies

- In the event of emergencies the Competition Organisation is to be informed by way of the provided radio.
- The squad remains together until help arrives on-site and the Competition Organisation clears the squad for continuing the competition.

4 d) Health limitations.

- Should medical treatment of a competitor become necessary in the course of the competition, the Competition Organisation will decide on whether the person in question may continue or has to drop out of the competition.
- The same applies in the event of a serious health-related impairment.

4 e) Performance-enhancing substances

- Using performance-enhancing substances will result in disqualification pursuant to the Austrian anti-doping regulations.
- The respective competitor will be reported to the police.

5) Ranking

- Squads, the march speed of whom makes it unlikely that they will reach the day's finish before nightfall, will be disqualified.
- Every participant will receive the badge "Edelweiss Raid 2013" in silver for successfully completing the competition; when completing it for the third time, the badge will be presented in gold.
- Squads that complete the competition with all their members will be counted in the ranking according to the total running time. The running time consists of the sum total of the two days' running times plus 10 minutes for every shot that missed the target in the live firing.
- Grounds for disqualification are:
 - Violation of the rules of the competition
 - Violation of instructions of the Competition Organisation
 - Shrewd interpretation of the rules of the competition
 - Dangerous conduct
 - Unsportsmanlike conduct
- Protests can be lodged within half an hour after passing through the finish.

The Commanding General, 6th Infantry Brigade

Mag. Peter GRÜNWALD, Brigadier