



6. Jägerbrigade
Kommando
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The Alpine Infantry Competition Rules “EDELWEISS RAID 2015“

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 (civil boots are permitted, minimum weight of a pair is 2000g)
- skis
- ski poles
- climbing skins

On the back:

- backpack or UT2000 rescue litter (provided by 6INFBDE)
- assault rifle fastened onto the backpack

2 b) Minimum equipment per participant

- underwear
- socks
- high mountain (under)shirt
- boots (civil boots are permitted, minimum weight of a pair is 2000g)
- winter camouflage suit
- field cap
- skis
- skiing sticks
- climbing skins
- ski crampons
- avalanche transceiver
- backpack
- assault rifle fastened onto the backpack
- glacier goggles or ski goggles
- mittens
- overmittens
- woollen cap
- waterproof jacket
- waterproof trousers
- shovel
- avalanche probe
- combination harness
- accessory cord
- 2 HMS carabiners
- headlamp
- thermos flask
- helmet (climbing-, ski- or bicycle-helmet)

2 c) Additional equipment per squad, including at least

- backpack first aid box
- 4 bivouac sacks
- altimeter
- compass
- binoculars
- radio (provided by 6INFBDE)
- 2 UT2000 rescue litters (provided by 6INFBDE)
- 1 spare climbing skin per type of skin used

2 d) Bivouac equipment

- 3 team tents (provided by 6INFBDE)
- 3 cookers
- 3 gas cartridges or cooker fuel
- 8 sleeping bags
- 8 roll mats

- 8 thermal jackets
- 8 sets of extra underwear
- 8 pairs of extra socks
- dishes
- cutlery
- food (provided by 6INFBDE)
- toiletries

3) Procedure

3 a) Start

- Every team lines up at the starting line five minutes prior to the start
- 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 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 “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) Station “Reconnaissance”

- Occupy the assigned observation site.
- Update the observation sketch.
- 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 “Planning”

- Calculating the duration of a march on a given distance
- Marching along the defined part of the route
- The difference to the calculated time will be added to the march time

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

- Every team lines up at the starting line five minutes prior to the start
- Sequence is according to march time of the day before
- mass start

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 “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 k) 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 l) 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 m) Station “Orienteering”

- The squad is issued the coordinates of the ground points.
- Go through all control points and mark the respective control box with the control clip.
- Map will be checked at the finish.

3 n) 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 o) Finish

- Pass the finish.
- Submit the control card for “Orienteering”.
- Submit the control chip
- 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 and the number of soldiers is at least four.

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.
- Squads not involved in the incident are obliged to assist, if necessary

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 target not being hit 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.

Project manager and Exercise Director:

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