

TECHNICAL ANNOUNCEMENT (TA)
of TACTICAL LOOP (TATLSE22)

„FROM DUSK TILL DAWN but in 10,5 hours”

Ver. I, 02NOV22

by Authors Team (AT) of TLSE22 (ATTLE22)
e-mail address: ptse22@wp.pl

1. GENERAL INFORMATION ABOUT TLSE22 AND MAIN RULES

- a. TLSE22 is the integral part of SE22, and at the same time has its own, separate classifications)
- b. The results obtained in TLSE22 are the component of the entire, final results of SE22. The weight/percentage ratio of TLSE22 results in the final SE22 score will be determined by the SE22 Organizer.
- c. During the TLSE22, the provisions of the following document apply: “Regulations of the competition Sniper Extreme 2022 for Pawełka Mackuna”. The above document is overriding and all its provisions, except point 8.Tactical LOOP „FROM DUSK TILL DAWN” are in force, will be enforced and will not change during the duration of the TLSE22
- d. In accordance with the sub-item 8.4.14.2 quoted in “Regulations of the competition” the overriding provisions regarding TLSE22 will be the records of the current version of TATLSE22.
- e. All, the competitors, the Organizer, SE22 staff and TLSE22 staff, are required to familiarize with TATLSE22 and comply with them.
- f. *In order to ensure safety, transparency, proper order and undisturbed running, the following rules apply during the TLSE22 (see p.#3 TATL):*
 - *Only the competitors and TL staff (marked, to be determined before the SE22) are allowed to be in the Tactical Loop area.*
 - *Presence of the following SE22 staff are allowed: the Organizer, the Originator, Media, TOC Chief, Logistics, with the following order:*
 - *after arrival at the Loop Centre, a vehicle should be parked in the designated parking lot;*
 - *go straight to the LC tent to meet TL staff;*
 - *accompanied by the designated TL staff person the visitors are allowed to visit only the control points #3 of each Track;*
 - *the entire TL track and TL area, can be visited after the closure of TL only and accompanied by TL staff.*
 - *The above mentioned rules do not apply, in the following cases:*
 - *threats to the health and / or life of all persons in the TL area;*
 - *threats of losses in state forests or training area facilities;*
 - *during emergency actions of the State Forests, CPSP, emergency or order services.*
 - *During the situations listed above, inform the nearest TL staff, and then follow the given guidelines.*
 - *It is prohibited to duplicate and to share the given, in the TL tent, maps, check cards and track instructions.*
 - *Fair-play rules are valid.*

- *Absolute silence applies in the TL area. In case of breach of this rule, all points scored on a particular Track will be deducted from a team. The so-called emergency situations are an exception.*
 - *Headlamps and other equipment supporting movement during the night conditions are allowed.*
 - *It is forbidden to use the above-mentioned equipment at check points manned by TL staff.*
- g.** Organizational structure of Tactical Loop consists of: Loop Center (LC, with tent, parking lot and assembly area) and six simultaneous and consecutive Tracks.
- h.** Tips for success in Tactical Loop:
- „You will have it, in the way you are prepared yourself“;
 - „Skills, knowledge, equipment, improvisation and appropriate tactics“.
- i.** The LC will be marked on the map handed over by the Organizer at the beginning of the SE22 Competition. The LC will be marked with a red triangle.
- j.** The English will be the official language during Tactical Loop.
- k.** Each team arriving at LC, with the means provided by the Organizer SE22, is obliged to wait at the assembly point (marked with an information board) for the TL staff announcement, and then proceed with its orders.
- l.** The time limit starts when a team receives an ID in the LC tent. A team finishes or withdrawal only when returning the ID in LC tent.
- m.** The ID should be presented at the request of the every TL staff members.
- n.** It is strictly forbidden to: leave equipment unattended, removing equipment in the LC tent, leaving the designated LC assembly point without informing the TL staff in the LC tent.
- o.** Withdrawal from participation in the TL, does not mean that a team is disqualified. The team keeps the points scored and is included in the final classification.
- p.** Each team that terminates participation in TLSE22 or withdraws during the duration of TLSE22 will wait, at the LC assembly point, for transport provided by the Organizer. The transportation will be provided along with the TLSE22 closure (Saturday morning). Until then, the teams should stay only at the LC assembly area, **in the open air or in their own tents.**
- q.** There will be a portable toilet in the LC and this is the only place where physiological needs should be taken care of.
- r.** Hot water for consumption purposes may be provided in the LC tent or LC assembly point. In order to use it, participants should have their own canteen, steel mug or other similar vessel.
- s.** Various types of maps, different topicality, different types of spatial imagery, different ways of recording the location of a point, different spatial reference systems will be in use. Possible mosaics of maps, added or removed linear objects, elements of the organization of the State Forests management)
- t.** Due to fact that the entire area where SE22 will be played, is located in one grid zone designator (33U) and the 100,000-meter square identifier (XA), the coordinates given in the MGRS will refer only to a point location in 1000meter grid square, with at least 100 Meter Reference (precision level at least 100 m).

2. ORGANIZATION of TL SE22

TLSE22 will consist of seven main components:

- a. Tactical Loop Center:
 - LC tent and the scheme of movement in LC area;
 - marked assembly point (AP) - for waiting, rest time or assembly in an emergency;
 - marked parking lot (P) - LC vehicles and transportation provided by SE22 Organizars.
- b. Six Tracks, each of which, will consist of:
 - 9 numbered checkpoints with individual punch system (perforator), marked with a lantern / chemical light / reflective material / ... /, with a possible task to solve / tips for finding the next points, ets.;
 - 1 check point manned by TL staff, to be confirmed by a punch, and a task to perform.

3. SCHEDULE OF TLSE22

- a. Readiness of TL's organizational elements, 25.11)
 - 16:00 readiness of LC and the Tracks;
- b. Teams arrivals at LC and start times:
 - 16:15/16:30, arrival of the first six teams/start time of all six;
 - 16:45/17:00, another 6 teams / joint start;
 - 17:15/17:30, as shown above;
 - 17:45/18:15, as shown above;
 - 18:15/18:45, as shown above;
 - 18:45/19:00, as shown above;
 - 19:15/19:30, as shown above.
- c. End of the time limit, admissions at the LC, and at assembly area, 26.11.
 - 03:00, time limit expires for the first 6 teams started at 16:30;
 - 03:30, time limit expires for the teams started at 17:00; end of 30mins delay time for those started at 16:30;
 - 04:00, time limit expires for the teams started at 17:30; end of 30mins delay time for those started at 17:00;
 - 04:30, time limit expires for the teams started at 18:00; end of 30mins delay time for those started at 17:30;
 - 05:00, time limit expires for the teams started at 18:30; end of 30mins delay time for those started at 18:00;
 - 05:30, time limit expires for the teams started at 19:00; end of 30mins delay time for those started at 18:30;
 - 06:00, time limit expires for the teams started at 19:30; end of 30mins delay time for those started at 19:00; closing time for all #3 check points.
 - 06:30, end of 30mins delay time for those started at o 19:30.
- d. Activities of TLSE22 after the Tracks closure:
 - 06:00 – 10:00, tidying up of the TL area.
 - 06:10; delivering the results to the LC tent;
 - 06:30 – 07:00; time for appeals and protests in the LC tent;

- 07:00; wake-up call for those who sleeping at assembly area and preparation for departing from TL area.
- 07:30; departures of the teams from the LC parking lot by Organizers transportation;
- 07:30 – 08:30, tidying up LC;
- 10:00; hand over of the results of TL to TOC.


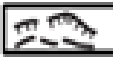
4. „ALGORITHM” OF HOW THE TEAMS SHOULD BEHAVE IN LC

- See point 1, subsections L, M, N, Q.
- When in the LC tent, follow the signs „ENTRANCE” and „EXIT”.
- The start on the each of 6 Tracks starts from an asphalt road located in the center of LC (LC reference point, important to find every checkpoint #1).
- At the time of entering the LC tent, you must show your ID then return the materials issued and collect the materials necessary to proceed on a next Track.
- It will be possible to plan a route on every Tracks. It is allowed to do it when standing at LC reference point or inside the LC tent. To be determined before the competition.

5. „ALGORITHM” OF BEHAVIOUR AT CHECKPOINT #3

- Before reaching the manned checkpoint #3, be sure to:
 - have a minimum of two check points confirmed on the starting card, with point #1 as the first one;
 - follow the Line 2 of your instruction;
 - a distance between checkpoint #2 and checkpoint #3 to travel must be covered without a flashlight or any other equipment supporting night movement; the teams will be guided by a flashlight from the #3 direction.
- After arriving at the checkpoint, show the ID card and check card which will be punch by LC staff, then follow the given instructions.
- In the case when another team will be still present on the point, start to perform secondary task (to be determined by LC staff at #3).
- When at the checkpoint #3, the teams should:
 - Be familiarized by staff about a task in less than 2 minutes;
 - Prepare yourself before performing a task in less than 3 minutes (e.g. control shoots).
 - Complete the task within 5 minutes.
 - After completing the main task, a team performs an additional task (if they didn't have to wait for the main task first).
 - Leave point 3 immediately, without using flashlight, nvg, etc.

6. THE EXAMPLE OF INSTRUCTION AND CHECK CARD FOR A TRACK

TEAM #,c/s: AB2			TRACK #/name: TRACK 3	
Control point	Control Point number	Value	Location/ designation	Descriptions of the points and operational procedures.
1	301	1	Azimuth and distance from START	To be confirmed as the FIRST! Mandatory order !!!
2	302	1	Degrees Minutes Seconds (WGS84)	You must confirm this point before you go to the point with the instructor.
3	303	2	MGRS (WGS84)	Enter a manned point from the East direction. Complete a task. An instructor will punch your check card. Note: Before your arrival here, you must to have at least #1 and #2 confirmed on your check card.
4	304	2	Centre of a circle Track 3 main map	Find a point and punch your check card.
5	305	2	UTM coordinates (WGS84)	Find a point and punch your check card.
6	306	3	 Exposed Shipwreck	Find a point described by topographic maps symbol and punch your check card.
7	307	3	Decimal degree (WGS84)	Find a point and punch your check card.
8	308	5	 Cliff	Find a place/point that would be described by orienteering pictogram
9	309	5	Pulkovo 1942(58) Poland zone III	Find a point and punch your check card.
10	310	10	A real picture	Find a point and punch your check card.

Track #: 4	Team #,c/s:	START:	FINISH:	Points earned:						
Point Number (value)	1 (1)	2 (1)	3 (2)	4 (2)	5 (2)	6 (3)	7 (3)	8 (5)	9 (5)	10 (10)
"Punch" or crayon/code			ZA PT SE22							

7. SCORING, RESULTS, AND CLASSIFICATIONS

- a. To be classified in the Tactical Loop, the participants must:
 - To have confirmed at least 4 conversion points on a check card of the one of the Tracks within 10,5 hours of time limit, including control point #3.
- b. To be classified at a single Track, the participants must:
 - To have confirmed at least first three control points.
- c. „The Best Orienteering Team of SE22”
 - The highest number of conversion points in the possible shortest time.
 - The decisive factor is the sum of the conversion points, taking into account the assumptions of the sub-point **b**.
 - In the case of an equal number of scored points, the shortest time decides.
- d. „Versatile Team of TLSE22”
 - The highest number of points scored at #3 control points. To be determined if in the shortest time.
 - The sum of the points is decisive as the first.
 - In the case of an equal number of scored points, the shortest time decides. To be determined before SE22.
- e. „The Winner of TLSE22”
 - The sum of conversion weights-points for the place in the above-mentioned classifications, in proportions of 50%.
 - Final scoring to be presented on the day before the competition.

8. PROTESTS AND APPEALS

- a. Participant's comments or protests can be express to ATTLSE22 at every control point #3. Note: the time for submitting comments does not stop team's time limit.
- b. Appeals and protests regarding TLSE22 should be submit only in LC tent.

9. ADDITIONAL INFORMATION

- a. Copying of the content of TATLSE22 - prohibited. Possible on request by contacting with Authors Team. See the e-mail address.
- b. Questions regarding the content of TATLSE22 can be asked during the technical briefing of the SE22 (24Nov22), or via e-mail during **08-14 November 2022**.
- c. Final interpretation of the current version of TATLSE22 and the point #8. “Regulations of the competition Sniper Extreme 2022 for Pawełka Mackuna”, belongs to ATTLSE22 represented by Commodore of TLSE22.

By: Zespół Autorski PTSE22 (ATTLSE22)
05th of November 2022
contact e-mail address: ptse22@wp.pl