

## “SOOKOLL 2024”

### GENERAL

The Sookoll 2024 patrol competition is a military-sporting event for unit formations, where squads of platoon size compete against each other in performing various tasks designed to test the squad's capabilities and level. The competition involves teams of nine members.

### GUIDELINES

**Date:** November 1–3, 2024.

**Location:** Pärnu county. The start and finish of the competition will be at the Estonian Defense League's Pärnumaa headquarters area on the Lennubaas property in Eametsa village, Tori Parish, Pärnumaa.

**Registration:** By **September 25, 2024**, to the email address: [kristo.sinivee@kaitseliit.ee](mailto:kristo.sinivee@kaitseliit.ee). To register, send contact details and the team name.

**Mandate:** November 1, 2024, at the Defense League Pärnumaa headquarters on the Lennubaas property from 18:00-19:00.

**Squad Composition:** The team size is 9 (squad leader, assistant squad leader, anti-tank operator, anti-tank assistant, rifleman-medic, machine gunner, assistant machine gunner, driver, radio operator). The squad participates as a whole in the exercise. Squads must arrive at the competition mandate area with their own transportation. The driver must have at least a C1 category driver's license and have completed type-specific training. If type-specific training has not been completed, it will be provided on-site in an accelerated manner before the start.

**Purpose of the Competition:** The general purpose is to standardize squad training and assess the knowledge of various unit formations. The competition tests the overall capabilities of the squad, including physical attributes, endurance, and specialized knowledge. The squad performs the tasks as a whole unit.

### General Schedule:

#### November 1

18:00–19:00: Mandate at Eametsa, Lennubaas property

19:00–20:00: Opening line-up of the Sookoll 2024 competition.

20:00–21:00: Dinner (for everyone).

21:00–22:00: Meeting of squad leaders. Drawing lots for start order.

23:00: START of the first team

#### November 2

00:00–24:00: Competition runs for all teams.

06:00-07:00: Breakfast (for headquarters, counteraction, judges)

12:00-13:00: Lunch (for headquarters, counteraction, judges)

19:00-20:00: Dinner (for headquarters, counteraction, judges)

### **November 3**

08:00–09:00: Breakfast (for headquarters, counteraction, judges)

11:00–15:30: Arrival of the squads

11:00–16:00: Maintenance, sauna, and meals

16:00– ... : Award ceremony and closing line-up

**Competition Rules:** From the start of the competition on Friday evening at 19:00 until the end on Sunday, squads are under rules that prohibit using external assistance and allow only the equipment and resources they carry with them or provided by judges for specific tasks.

#### Teams will be disqualified for the following actions:

- Using external transport to traverse the course;
- Exchanging or replenishing equipment and food supplies, except from nature;
- Obtaining and using prohibited information to improve their position. All allowed information is provided in the guidelines and by the organizers/judges;
- The squad size is reduced to 6 members;
- The squad leader or member's resistance/argument with the checkpoint instructor.

#### A team member will be removed for:

- Incorrect handling of weapons (packed in a backpack in parts or carrying in a way inappropriate for the situation and soldier);
- Losing a weapon (e.g., left at a checkpoint);

Removal will be done by the checkpoint judge or the competition leader.

**A maximum of 12 teams are allowed in the competition.** At the competition mandate, the team captain/squad leader must submit a completed registration form (Annex 1). If missing, the corresponding form can be obtained on-site.

#### **Scoring:**

The final result is determined by the total penalty points. The team with the least penalty points wins.

#### **Protest Procedure:**

Protests can be submitted in writing within 30 minutes after the last team finishes. The protest committee consists of the competition's chief organizer, the chief organizer's assistant, the respective checkpoint leader, a member of the protesting team and member of other team.

**If a team member drops out, the squad receives 75 penalty points. A maximum of 2 (two) team members can drop out.**

### Checkpoint Tasks' possible topics:

- Tactics;
- Shooting;
- Communications;
- Support;
- Medical;
- Pioneering;
- Knowing the opponent (Military Knowledge).

All checkpoint tasks are of equal weight, each contributing a maximum of 30 penalty points. Being more than 10 minutes late or failing the task results in 40 penalty points. Skipping a checkpoint or refusing a checkpoint task results in 60 penalty points.

### Required Equipment:

#### a) Individual Equipment:

Field uniform of your country with military boots	mandatory
Backpack	mandatory
Harness/Combat vest	mandatory
Personal first aid kit MK-1 (minimum: pressure bandage, tourniquet)	mandatory
Throwing knife/bayonet/multitool	mandatory
Compass	mandatory
Fire-making tools	mandatory
Flashlight/headlamp (with red light filter)	mandatory
Water bottle/camelbag, minimum 1 liter	mandatory
Standard issue automatic or semi-automatic weapon (except machine gun)	mandatory
Blank firing attachment (for automatic or machine gun)	mandatory
Six magazines (except machine gun)	mandatory
Six magazines worth of blank rounds (minimum 240 rounds) (except machine gun)	mandatory
Three sets of earplugs	mandatory
Protective glasses for shooting	mandatory
Combat helmet	mandatory
Camouflage items (minimum 2 colors)	mandatory
Shelter tarp/rain poncho	mandatory
Sleeping bag	mandatory
Sleeping mat/pad	mandatory

Rope, 30 meters Night vision device Binoculars Communication devices (inbetween squad members)	recommended
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**b) Squad Leader's Mandatory Additional Equipment:**

- Waterproof marker (at least 3 different colors)
- Notebook or A4 writing paper, 5 sheets

**c) Rifleman Medic's Mandatory Additional Equipment:**

- Squad medical pouch MK-2 (to be equipped based on tasks that might be needed for the next 36 hours), to be inspected by medical personnel.

**d) Machine Gunner's Mandatory Additional Equipment:**

- Machine gun kit (2 belts, 1 belt pouch, 1 spare barrel)
- Minimum 500 blank rounds in belts

**e) Squad Mandatory Equipment:**

- 1 GPS device
- 2 carabiners for ropes
- 2 safety ropes (15m, with 400 kg pulling force)
- Weapon oil (minimum 100 ml)
- Anti-tank grenade launcher "Carl Gustav"
- Hand saw
- 1 mobile phone with charged battery
- 2 x 25L water canisters

**f) Transport:**

- Teams use their own transportation, which must be a vehicle like the MB Unimog, MB 1017, or a similar vehicle designed for transporting a squad. The driver should complete type-specific training before the competition if possible. **If no transport is available, inform the competition organizing team during registration.**

**NB! Missing mandatory equipment will result in penalty points, 5 points per item during each check. There are NO penalty points for missing recommended equipment.**

**Equipment checks can occur at any time. Teams without required weapons will not be allowed on the track!**

**Losing or damaging equipment provided by the organizers results in 20 penalty points.**

**Safety Procedures for Weapons, Ammunition, and Imitation devices:**

- Weapons must not be pointed at people.
- Weapons must always be handled as if loaded with live ammunition.
- Before handling a weapon, always perform a safety check.
- To check a weapon, remove the magazine, ensure there is no round in the chamber, bolt, or magazine well.
- Perform a test fire in a safe direction and engage the safety.
- At all times, ensure no foreign objects are inside the weapon before using it.
- Do not leave weapons unattended.
- The safety catch is removed only when the target is identified, and there is an intention to engage.
- **It is strictly forbidden to use weapons, ammunition, or imitation devices without the necessary training.**

#### **Environmental Protection Requirements:**

- Movement in nature reserves is allowed only on roads.
- Campfires are permitted only in designated areas.
- Food waste and other garbage must be collected and disposed of in designated areas at the Eametsa area on the Lennubaas property.
- Unauthorized burning or burying of trash and waste in the competition area is prohibited.

All participants must familiarize themselves with the safety and environmental protection requirements at the Eametsa mandate area and sign the appropriate acknowledgment.

#### **Compiled by:**

Kristo Sinivee

**Squad Exercise "Sookoll 2024" November 1 - November 3, 2024.**

**REGISTRATION FORM AND SAFETY BRIEFING SHEET**

(please fill out in capital letters)

**Unit/Subunit**.....

**Participants:**

	Rank	First Name	Last Name	Safety Brief Signature
<b>Squad Leader</b>				
<b>Assistant Squad Leader</b>				
<b>Anti-Tank Operator</b>				
<b>Anti-Tank Assistant</b>				
<b>Machine Gunner</b>				
<b>Machine Gunner's Assistant</b>				
<b>Driver</b>				
<b>Rifleman-radio operator</b>				
<b>Rifleman-medic</b>				

Contact details (name, phone, email)

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This registration form must be sent before the competition in electronic form, digitally signed, to [kristo.sinivee@kaitseliit.ee](mailto:kristo.sinivee@kaitseliit.ee), or submitted in a completed form at the registration desk before the start of the competition on 01.11.2024.