



FIRST ANNUAL DOD RED RIBBON WEEK COMPETITION

FIRST TO FIGHT FIRE TEAM COMPETITION

22–23 October, 2008

Situation:

Department of Defense has been in a long battle with the “War on Drugs”, and because of the ever changing battle field we must prepare our service members with a diverse set of tools designed to recognize the negative effects of illicit drug usage and how drug abuse may impact mission accomplishment. The Marine Corps Drug Demand Reduction Program (DDRP) Office has teamed up with Destineer Studios, Inc., a leading computer game production company to develop a professionally crafted first person shooter game. The game uses the fire team concept in a Middle East setting to demonstrate the negative affects of illicit drug use on fire team effectiveness.

Mission:

In support of the DoD Red Ribbon Week Celebration the Office of Drug Testing and Program Policy in partnership with the Marine DDRP and Destineer, has put together a 16 team competition that will consist of four member fire teams. The teams will compete head to head over a two day period using the Marine Corps Drug Demand Reduction Program "First to Fight" game installed on eight laptop computers. The winning fire team members will be recognized at the annual DoD Red Ribbon ceremony on 24 October, 2008 and be provided the opportunity to tour the "First to Fight" developer's company production studios in Minneapolis, MN. All DoD civilian and military employees are eligible to compete and encouraged to represent their service. Registration deadline is 17 October 2008 and the location will be in the Apex 1 / 2 area of the Pentagon.

Event Staff will present general play instructions, any mandatory game settings and game controller directions during the tournament. Players are responsible for understanding the controller operational functions. A limited number of the First to Fight Substance Abuse Prevention Toolkits are available for practice. Also, on the morning of 22 October 2008 teams will be able to practice on the system that will be set up for the competition at the Pentagon Concourse.

Execution:

First To Fight™ competition will follow a single elimination format. Each team will consist of four players. The teams will compete and be eliminated through head-to-head, competitive play against another team. The game type used will be the Fire Team Arena (FTA) using two teams engaged in a death match using four different game maps; Warehouse, Sniper Alley, Blasted Boulevard and Bridge Battles. The game will end when a time limit is reached or a team has been eliminated. All teams will compete in a match play of the best two out of three games. A game will consist of 10 minutes of play with two lives per game. During the competition play, the winner of each match will progressively advance through successive rounds until reaching the finals to determine the ultimate fire team winners.

Competition rules:

- a) Best two out of three games per match.
- b) Two lives per team member.
- c) Points are subtracted for friendly kills.
- d) No personal controllers to be used during matches.
- e) A game will consist of 10 minutes of play.
- f) Ties will be determined by the least amount of lives lost during the game or a seven-minute sudden death game.
- g) Weapons used will be the standard default settings. (There will be no RPG's, AK74's, RPK's, or M203's).

Further Information:

Additional information and registration instructions can be found at: www.tricare.mil/ddrp or contact COL Ron Shippee at (703) 681-4348 or e-mail ronald.shippee@tma.osd.mil.