Course: 6  |  Course Name: Burglary Search
Stage Type: Scenario Based  |  Start/Stop: Shot Timer / Last Shot  |  Targets: 14 Paper & 3 Steel
Scoring: TPC - Best 2 Hits on Paper / Full Value for Any Hit on T1 thru T3 / RO Called Hit on Steel
Firearms / Rounds Required: Patrol Rifle / 31 Rounds

Start Position: Standing at closed door. Loaded Rifle with safety On at Shoulder Ready.

Course Description: You have been dispatched to a burglary alarm call. You found the front door lock smashed and hear someone pleading not to be shot. On command, open door, enter building and search & engage Threats T-1 thru T-14 as seen. Once through, move to Firing Point 2 and search for additional Threats. All walls are Cover. See Page Two for additional description.

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Course Continued: You get to the exit of the building and hear gunfire. You exit and move to a shed for cover & concealment. As you near the shed you see suspects near the wood line and they begin firing at you. From Firing Point 2 engage static Steel Threats 1, 2 & 3. RO will call Hits.

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