

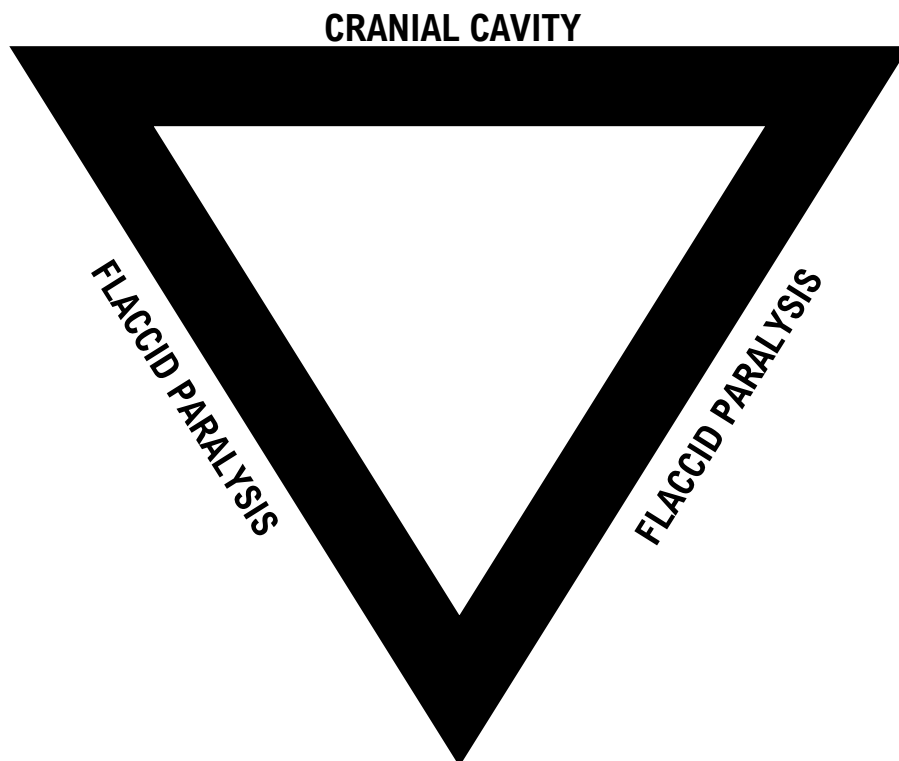


OPERATOR CHALLENGE



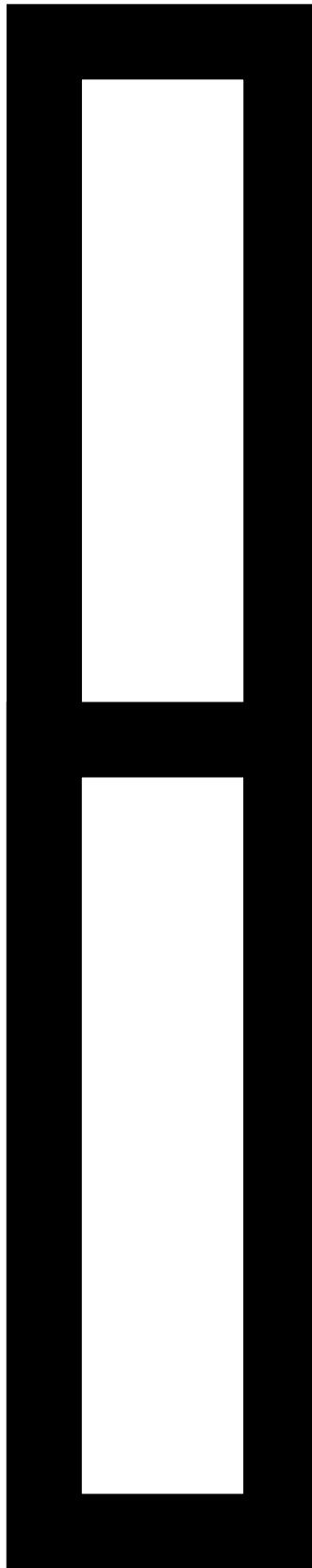
FZ_OPERATOR

SET	DISTANCE	PISTOL	TIME
1	3 METERS/3.3 YARDS	Engage T1 with one shot THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE and one shot CRANIAL CAVITY.	1.9s
2	5 METERS/5.5 YARDS	Engage T1 with one shot THORACIC VERTEBRE, one shot, CERVICAL VERTEBRAE, one shot CRANIAL CAVITY, slide lock reload and engage T2 with one shot THORACIC VERTEBRE, one shot, CERVICAL VERTEBRAE, and one shot CRANIAL CAVITY.	4.9s
3	7 METERS/7.7 YARDS	Facing away from target, 180° turn and engage T1, T2 and T3 with one shot in THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE and one shot CRANIAL CAVITY.	5.9s
RIFLE			
4	10 METERS/11 YARDS	Engage T1 with one shot THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE and one shot CRANIAL CAVITY.	1.8s
5	12.5 METERS/13.7 YARDS	Engage T1 with one shot THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE, one shot CRANIAL CAVITY, slide lock reload and engage T2 with one shot THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE and one shot CRANIAL CAVITY.	5.5s
6	15 METERS/16.4 YARDS	Facing away from target, 180° Turn and engage T1, T2 and T3 with one shot THORACIC VERTEBRE, one shot, CERVICAL VERTEBRAE, one shot CRANIAL CAVITY.	6.9s
HYBRID			
7	10 METERS/11 YARDS	Using the Rifle engage T2 with one shot THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE, one shot CRANIAL CAVITY, transition to pistol, <u>go to kneeling position</u> and engage T3 with one shot THORACIC VERTEBRE, one shot CERVICAL VERTEBRAE and one shot CRANIAL CAVITY.	4.9s



CERVICAL VERTEBRAE

THORACIC VERTEBRE



CERVICAL VERTEBRAE

THORACIC VERTEBRE

Material: Rifle, Pistol and plate carrier. Plate carrier is OBLIGATORY for patch attempt/qualification.

Rules: All the material is with the shooter at all times. All drills are performed with the plate carrier and rifle attached via sling to the shooter. The rifle never leaves shooter's body. Line breaks must be definitive, meaning the actual bullet must have clearly passed through a portion of the scoring zone. No grease rings, or close calls. These are pass or fail drills. Any shot that is missing the scoring area designates the run as a failure. This means that no additional rounds can be fired to make up any missed rounds.

1 MISS = FAIL. OVERTIME = FAIL / NO JOKERS, NO SECOND CHANCES, NO MAKEUPS, NO MULLIGANS