

Vehicle Takedown

COURSE:

- All 6 team members will be staged in a starting box.
- On command of "GO," Operators 2-5 will proceed through the obstacle course and return to the starting box. All equipment used during the competition must go with the team as they move through the event.
- Operators 1 and 6, will proceed to their shooting boxes and fire 6 rounds on T1 and T6 from the prone position under the barricade. Once O1 and O6 shoot all six rounds they will drop magazines, show clear, and holster their firearm. They will then proceed through the obstacle course and return to the Start/Finish box.
 - O1 and O6 must draw and holster from a standing position.
- While O1 and O6 begin their course of fire, Operators 2-5 will complete the obstacle course and return to the start/Finish box. Once O1 and O6 are clear of the range, O2-5 will move to their designated shooting boxes at the vehicle. O3 and O4 will shoot through the windows on the vehicle from a kneeling position, their knee(s) must be in contact with the ground while shooting and no part of the body or the firearm can rest on the vehicle. O2 will shoot from the trunk area of the vehicle and O5 will shoot from the hood area of the vehicle. O2 and O5 must shoot from a standing position while holding a shield in one of their hands. The shield must be elevated and cannot rest on the vehicle, ground, or any body part of the operator, such as foot, leg, waist, belt, etc. After O2-5 have fired all 6 rounds, they must drop magazines, show clear, and holster before continuing to the starting box.
- Time is called when O1-6 have fired all rounds and are in the start/finish box.
- Each Operator will fire at their corresponding target. Example: O1 fires at T1, O2 at T2, etc.

EQUIPMENT

- Tac vest
- Duty holster
- Ear protection
- Eye Protection
- Load out:
 - Pistol
 - One magazine with 6 rounds

PENALTIES

Any steel left standing.

- 1 Minute

Gun unholstered outside the box

- 30 seconds

Safety Violations – (Break 180, ND)

- DQ

*All weapons will remain unloaded at all times unless in a shooting box actively engaging target.