

WOLVERINE 5K

1 June 2024

Mission Brief

www.Wolverine5K.com

TACTICAL ADVENTURE RACE

The Script - "Wolverine 5K"

2024 Schedule of Event Stages

- **"WE'RE GOING TO THE MOUNTAINS, WE'RE GETTING OUT OF HERE."** - MTC HQ

SITREP: Communist have invaded and overrun your small town. Grab your go-bag and run for the hills!

- **"You're such a goddamn Jock!"** - NEXT TO MTC HQ & RANGE 3

SITREP: Flex your freedom fighter muscles and challenge the commies to a pullup competition.

- **"What is a Wolverine?"** - Range 1

SITREP: Use guerilla tactics to ambush and harass the enemy, analyze battlefield information gathered in the field to create a HVT (High Value Target) list, then exploit intel through precision fire.

- **"NEVER SHOOT TWICE."** - Range 2 - Sponsored by B&T INDUSTRIES ACCU-SHOT

SITREP: Your supplies are running low. It's time to stealthily climb into your blind and go hunting, but don't shoot twice or the Russians will find you.

- **"ELITE PARAMILITARY ORGANIZATION, EAGLE SCOUTS."** - Range 3

SITREP: Prove your worthiness to the team by demonstrating your tactical athleticism.

- **"GUERRILLA GAMES."** - Range 4

SITREP: Mr. Mason has a couple of heirlooms to hide with you. But before you go taking in new rebels fighters, you should first test their skills.

- **We need to know."** - Range 6

SITREP: Running low on supplies and moral, You take a team into town for information. The stores are open, and there are people everywhere. But those aren't our troops. Stash your gear and go low profile. Keep your eyes open and be careful snooping around, because there are hostiles everywhere.

- **"CALUMET HIGH SCHOOL"** - Range 7 - Sponsored by Mira Safety

SITREP: The high school has become a drop zone for Communist paratroopers. You and your classmates must fight your way through the parking lot to get to your getaway car. Be careful though, the Commies are known to use chemical warfare.

- **"MACHINE GUN BUNKERS HERE, HERE, HERE, AND HERE"** - Range 8

SITREP: Strike hard and fast by infiltrating and attacking the reeducation camp, creating mass chaos while freeing political prisoners by low crawling, jumping over fences, climbing up airplanes, under vehicles, etc. Watch your aim to avoid hitting friendlies.

- **"PISS IN THE RADIATOR."** - Range 9 - Sponsored by BG Defense - Type A Rifle

SITREP: The commies have disabled your get away vehicle in the middle of an open farm field. Use fire team rushes to close with, destroy the enemy, and get the needed fluids to repair your radiator.

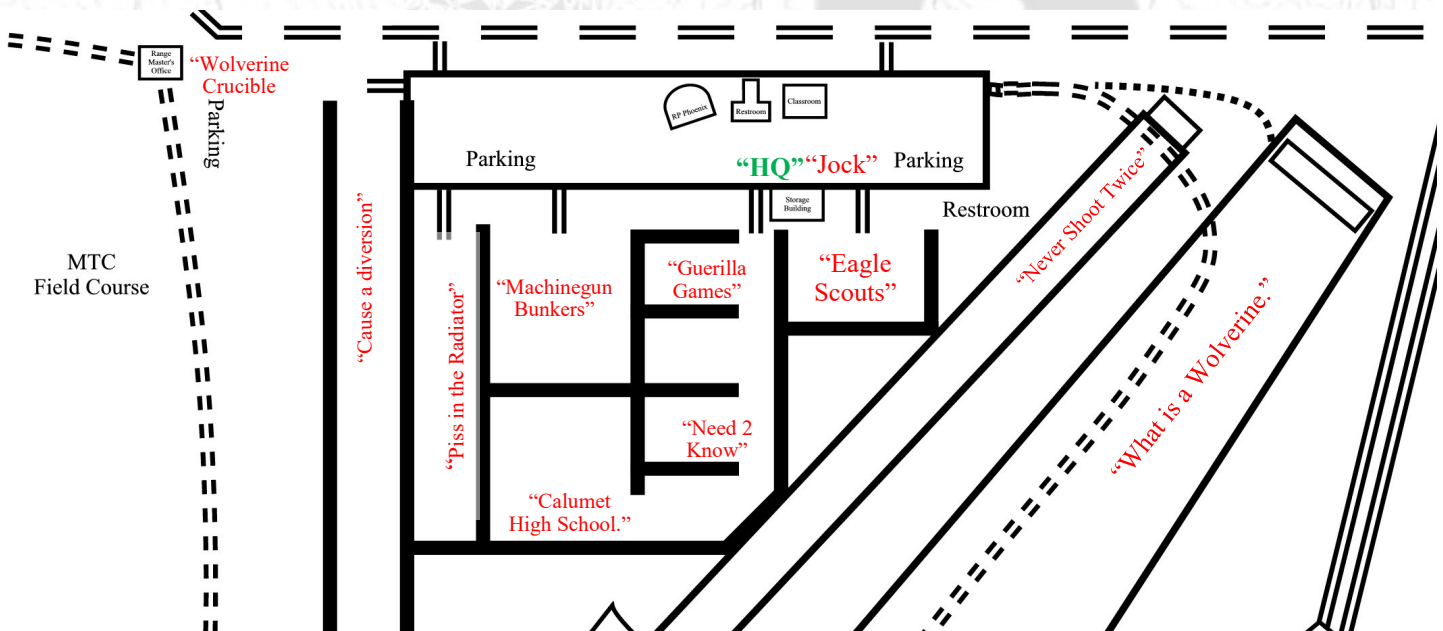
- **"We cause a diversion, get out of here, head back to the mountains."** - Range 10

SITREP: Your team needs to quickly attack the town to create a diversion, while your friends escape to Free America. If you're fast enough, you could make it out of there with a little luck and a lot of skill.

- **"The Wolverine Crucible."** - Hardcore teams get priority on this stage. - MTC Field Course

SITREP: Get out of here, Jed! There's a world of hurt coming down! Colonel Tanner sacrificed himself so you could survive. You're team needs to Escape and Evade off the battle field. Shoot bad guys, transport supplies, and make speed a priority.

In time this tactical adventure race, like every other race, ended...
 "Wolverine 5K" - Tactical Athlete Adventure Race



Event Overview

This Red Dawn themed race will be a cumulative time & time reward based event.

The water and land race course will be timed from start to finish to establish your baseline time. The shooting stages and optional taskings are scored for time reduction rewards. 1 point = 1 minute off your 5K time. The lowest time wins.

Wolverine 5k schedule of events:

- ⊕ 0700-0800: RO and volunteer staff brief.
- ⊕ 0800-0815: Athlete sign in.
- ⊕ 0815: Safety Brief for all. (LEAVE ALL WEAPONS IN YOUR VEHICLE TILL AFTER THE SAFETY BRIEF)
- ⊕ 0900: Event begins. All shooting stages begin at 0900.
- ⊕ 1200-1500: Lunch. Snacks are served throughout the day.
- ⊕ 1700: Stage lines are shut down. *17300: drop dead time.
- ⊕ 1800: Awards/trophies for top 3 Hardcore teams/solos. Prize table items will be raffled to all athletes and volunteer support staff. Must be present to receive awards.

The shooting stages must be ran quickly and efficiently. Athletes/teams may watch the previous shooters to familiarize themselves with course of fire - non RSO score keepers may also answer questions while you are on deck. If an team/athlete is not prepared to shoot, they will loose their turn in line.

Each stage will keep an independent score log sheet. Athletes/teams must report their race number and name to each stage score keeper. A score card booklet will be issued at check in for personal score keeping.

Our event completion goal is 1700, with an absolute **drop dead going cold time of 1730** regardless if shooting is completed or not. Time and crowd management is the team's responsibility. Find the shooting stages with the shortest lines and avoid prolonged recovery breaks that could cost your team valuable point.

Upon completion of all stages, athletes will notify the HQ. After taking a well earned event completion break, athletes are encouraged to assist RO's with live fire stages, other admin tasks and range clean up.

To claim awards, athletes and volunteers must remain at MTC until awards ceremony.

For accountability purposes, please notify HQ if you are departing the event prior to the closing ceremony.

Round Count: (Minimum)

- ⊕ Carbine: ??? rounds minimum
- ⊕ Pistol: ??? Rounds minimum
- ⊕ Precision Rifle: ??? per athlete
- ⊕ NOTE: Bring a little extra to be safe.

Mandatory Gear list:

- ⊕ Eye and ear protection.
- ⊕ 1 Pistol with retention holster. 3 Pistol mags with 2 pouches minimum.
- ⊕ 1 Carbine with sling. 4 Carbine mags with 3 pouches minimum.
- ⊕ Precision rifle (x1 per team minimum)
- ⊕ 2 hand held radios. MTC uses Motorola's channel 1-1 or 462.5625 Ctess of 67
- ⊕ Backpack, with frame. Backpack weight.
- ⊕ 12+ lbs Body armor.
- ⊕ Land navigation gear. (Compass, protractor, fine point pencils, pace count beads, etc)
- ⊕ Camera for taking action photos and intel collection (phone camera is ok).

Recommended gear list:

- ⊕ Hydration system (water bottle, bladder, canteen, etc). 1 gallon of clean water.
- ⊕ Foot wear with ankle support.
- ⊕ Personal first aid kit (elastic wraps, pain reliever, Band-Aids for minor cuts, etc.)
- ⊕ Bug repellent and sun block.
- ⊕ Camera for taking action photos.
- ⊕ **Spending cash for merchandise.**

WE'RE GOING TO THE MOUNTAINS,
WE'RE GETTING OUT OF HERE.

“We’re going to the mountains, we’re getting out of here.”

SITREP: Communist have invaded and overrun your small town. Grab your go-bag and run for the hills!

Gear list for the 5K orienteering route:

- ⊕ Land Navigation items (Compass, protractor, pen/pencil, pace count beads, provided maps, etc)
- ⊕ Radios for safety comms.
 - ⊕ MTC uses Motorola's channel 1-1 or
 - ⊕ 462.5625 Ctess of 67 **(CHANGING 2024)**
- ⊕ Optional personal observation equipment (binos, spotting scope, etc)
- ⊕ Camera for proof of FRAGO completion (cell phone camera will work)
- ⊕ Personal hydration and snacks if needed.
- ⊕ Waterproofing bags are recommended.
- ⊕ No weapons. (May be secured in your vehicle or in our locked classroom.)
- ⊕ Weighted backpack (45 lbs Hardcore / 25 lbs recreational).
 - ⊕ If you are wearing body armor, it will be included in the pack weight.
 - ⊕ Your combat load will be weighed at the finish line.

At the start point, teams will be given their “patrol route” cards which will include observation log and communications log.

- ⊕ You will be given your first checkpoint grid at the HQ/Start Point.
- ⊕ You will receive the 2nd grid at the 1st checkpoint. Etc..
- ⊕ CPs will have useful battlefield intel and valuable intercepted messages to decode.
 - ⊕ Battle field intel is written in the Observation Report.
 - ⊕ Decoded intercepts are recorded in the Communications Report.
- ⊕ Fragmentation Orders (FRAGO) are optional tasks available on the orienteering route.

Upon completion of the 5K orienteering route teams/athletes will:

- ⊕ Immediately report to HQ to stop their race time.
- ⊕ Failure to find all check points within allotted time will disqualify you/team from winning the event.
- ⊕ Declare any FRAGO’s completed.
- ⊕ Weigh backpacks. 45 pounds (hardcore) / 25 pounds (recreationalist).
 - ⊕ If body armor is worn, it can be included in the pack weight.
 - ⊕ If a backpack weighs under 45 pounds, hardcore teams will automatically be recategorized into the recreational division.

Athletes will then complete all remainder live fire stages.

RULES:

- **NEW:** For Hardcore competing teams: Non athlete team members will not be permitted in the field, nor will they be allowed in active live fire areas. They may not assist the team in any fashion whatsoever. This includes being a mule, caddy, scout, jamming mags, motivational support cheer leader, or any other helpful duties other than photography. If caught doing so, will result in an integrity violation resulting in an individual/team ban from all future Wolverine 5Ks. *Recreational teams will have more leniency.*
- Teams must stick together during the entire portion of the 5K route. This includes at Check Points, between checkpoints, and at FRAGOS. If caught splitting up, will result in an integrity violation resulting in an individual/team ban from all future Wolverine 5Ks.
- **There is a maximum 240 minutes (4 hours) 5K completion time.** You will be disqualified and a search party will be sent out to find you after 4 hours.

RED Patrol Route Card

| Check Point | Grid | Observation Report | Communication Report |
|-------------------------------|------------------|--------------------|----------------------|
| Start & Stop Point | 16TFQ 4487 2703 | RPG-7 | Good Luck |
| CP - Austin | 16TFQ [REDACTED] | | |
| CP - Boston | | | |
| CP - Chicago | | | |
| CP - Detroit | | | |
| CP - El Paso | | | |
| CP - Fresno | | | |
| CP - Grand Rapids | | | |
| CP - Houston | | | |

| | | | |
|------------------------|---------------------|--|--|
| FRAGO | 16TFQ [REDACTED] | "He Didn't Aid Anybody" 10 Team points per # 30 Team points possible | Weapons count. AK47: RPG-7: PKM: |
| FRAGO | 16TFQ [REDACTED] | "Because We Live Here" 10 team points for returning a flag. | |
| FRAGO | 16TFQ [REDACTED] | "The Chair Is Against The Wall" 20 Points for finding the proper code word: _____ | |
| FRAGO Water Station | 16TFQ [REDACTED] | "All That Hate" 10 Points for destroying communism. Photo Evidence needed. | |
| FRAGO | 16TFQ [REDACTED] | "Olives and Rice Krispies" 5 Points per / 45 Points Max | |

Route Red & Blue

You are at the “Start Point”

Grid: 16TFQ 4487 2703



Encrypted Intercepted Message:

Morse Code: ---· --- --- ···

Tap Code: 3 THEN 1. 4 THEN 5. 1 THEN 3. 1 THEN 3

"YOU'RE SUCH A GODDAMN JOCK!"

“You're such a goddamn jock!”

SITREP: *Flex your freedom fighter muscles and challenge the commies to a pullup competition.*

Location: Next to HQ and Range #3.

Additional range equip needed: Pull up bar.

Additional Staff: 1 score keeper.

Stage time: 3 Minutes per stage.

Starting Position: Standing on ground. 12# Body armor worn by hardcore teams.

Number of shooters at once: 1 athlete at a time, but a team relay stage.

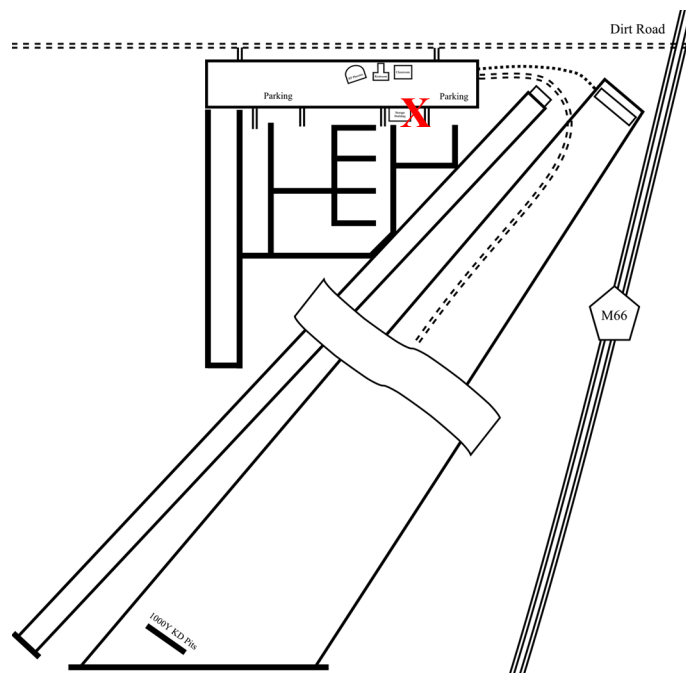
Description: On command from RO, one athlete will mount the bar and come to a full straight arm hang for one second. Hands may face either direction. The athlete will pull up until chin is fully over the bar, and hold for one second. The athlete will then lower to a full straight arm hang for one second. That is one pull-up.

Once the athlete has exhausted effort, or completed 20 pull-ups, they will dismount the bar, and next athlete will begin.

- ⊕ Athletes may only mount the bar once throughout the day.
- ⊕ Teams only get one try during the course of the day.
- ⊕ Each team member may do up to 20 pull ups. No more.

Scoring: The total number of pull ups, divided by number of team members.

Total number of Team stage points: 20 Points.



"WHAT IS A WOLVERINE?"

"A SMALL ANIMAL LIKE A BADGER,
BUT TERRIBLY FEROCIOUS."

“What is a Wolverine?” TEAM STAGE DESCRIPTION

SITREP: Use guerilla tactics to ambush and harass the enemy, analyze battlefield information gathered in the field to create a HVT (High Value Target) list, then exploit intel through precision fire.

Location: Range #1 (Long Range 1.)

Ammo Count:

- Carbine: 4 Mags of 28 rounds each. (for 2 team members)
- Precision Rifle: 15 rounds (1 team member)
- Team Leader does not engage on this stage.
- Team comms are needed for this stage.

Stage Time: 5 Minutes

Shooting Position: Standing supported

Number of shooters at once: Entire team.

Description: This is a 3 part stage: The Team Leader will set up a command and control center. Sniper will set up in an elevated urban hide. Remaining 1-2 teammates will set up an ambush position and report any updates to the rapidly changing battlefield.

Part 1: From a standing covered and concealed position, 1 athlete will engage a target of choice with a carbine (100, 200, or 300 yards). If the athlete misses their target, they will leave their carbine and step away from the position so the next team mate can try. Only if the athlete engages and hits the target, the athlete will be rewarded with a piece of intel, which will then be hand delivered (on foot) to the team leader, then return to ambush position. The other athlete will immediately take up the firing position and engage a target of choice with a carbine (100, 200, or 300 yards). 100y = 1 piece of intel. 200y target = 2 pieces of intel. 300y target = 3 pieces of intel. Athletes will continue rotating and engaging targets, and hand carrying intel to team leader during the entire stage. Only 1 athlete may engage at a time from the ambush position. Carbine will be left with RO at the firing position while intel is carried to the Team Leader.

- The ambush team must deliver all pieces of the 1st puzzle, before delivering pieces of the 2nd, 3rd, and 4th puzzles. Even if the targets have been identified and engaged.

Part 2: The team leader will receive intel from the ambush team, analyze the intel puzzle (literally), to create a bigger picture. Once the High Value Target(s) picture is clear, the Team Leader will relay the target description and range to the sniper via team radio communications (not on MTC Freqs).

- The TL may relay target info to the Sniper before the entire puzzle is complete.

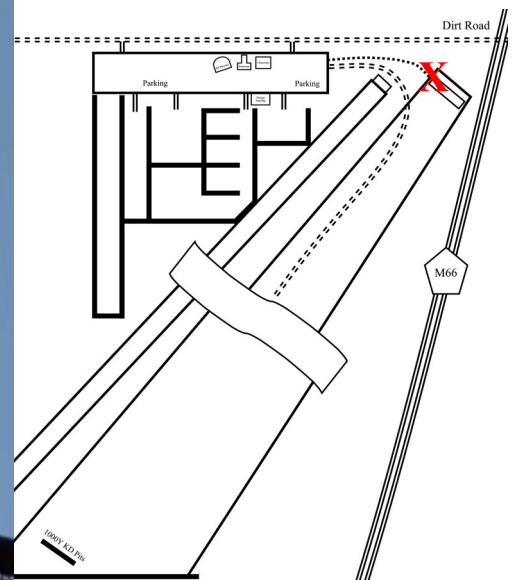
Part 3: Once the sniper receives a target description and distance via team comms, the sniper will formulate a firing solution. Sniper may shoot targets in any order, but the sniper must positive identify the target to the RSO spotter, and the **RSO must say “SEND IT”** before the sniper takes 1 shot per target. RSO will only confirm correct target or not, after the shot has been taken.

This scenario will continue playing out for 15 High Value Target engagements, or until time runs out.

Scoring: 2 points per hit by the sniper. Negative 10 points if the sniper hits the wrong target.

Total number of stage team points: Maximum Team Points = 30 points. Minimum Team Points = 0

AFTER: Clear and Safe all weapons. Return puzzle pieces to proper cans at the ambush shooting position.



“What is a Wolverine?” SOLO STAGE DESCRIPTION

SITREP: Use guerilla tactics to ambush and harass the enemy, analyze battlefield information gathered in the field to create a HVT (High Value Target) list, then exploit intel through precision fire.

Location: Range #1 (Long Range 1.)

Ammo Count:

- Carbine: 4 Mags of 28 rounds each.
- Precision Rifle: 15 rounds

Stage Time: 5 Minutes

Shooting Position: Standing supported

Number of shooters at once: Entire team.

Description: For SOLO athletes, they will act as the ambush team and the sniper, while RSO will act as the TL. This is a 3 part stage: The Team Leader will set up a command and control center. Sniper will set up in an urban hide. Remaining 1-2 teammates will set up ambush position and report any updates to the rapidly changing battlefield.

Part 1: 1 solo athlete will engage a target of choice with a carbine (100, 200, or 300 yards). If the athlete engages and hits, the 100 yard target, the athlete will be rewarded with 1 piece of intel, which will then be hand delivered (on foot) to the team leader (RSO), then return to ambush position. The solo athlete will then take up the firing position and engage a target of choice with a carbine (100, 200, or 300 yards). 100y = 1 piece of intel. 200y target = 2 pieces of intel. 300y target = 3 pieces of intel. The athlete will continue engaging targets, and hand carrying intel to team leader until all of the 1st full puzzle has been delivered. Once all puzzle pieces of the 1st puzzle are delivered to the TL (RSO) the athlete will take up the sniper position. Carbine will be left with RO at the ambush firing position while intel is carried to the Team Leader and during the sniper shots.

Part 2: C&C located under the pavilion lane 10 or behind the bleacher building for shade. The team leader (RO) will receive intel from the ambush team, assemble a puzzle (literally), to create a bigger picture. Once the High Value Target(s) picture is clear, the Team Leader will relay the target description and range to the sniper. (TL/RSO will co-occupy the sniper hide).

- The TL may relay target info to the Sniper before entire puzzle is complete.

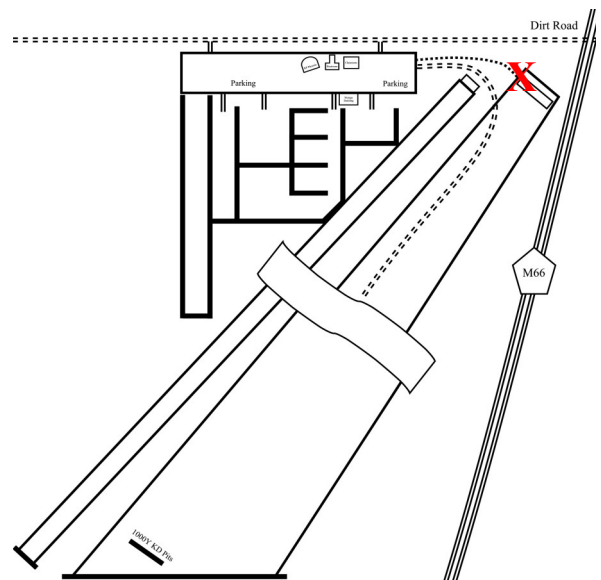
Part 3: Once the sniper receives a target description and distance, the sniper will formulate a firing solution. Sniper may shoot targets in any order, but the sniper must positive identify the target to the RSO spotter, and the **RSO must say “ON SCOPE” before** the sniper takes 1 shot per target. RSO will only confirm correct target or not, after the shot has been taken. Once all targets from the 1st puzzle have been engaged, the sniper will leave long gun in the sniper hide, and return to the ambush firing position to begin acquiring intel pieces to the 2nd puzzle.

This scenario will continue playing out for 15 target engagements, or until time runs out.

Scoring: 2 points per hit by the sniper. Negative 10 points if the sniper hits the wrong target.

Total number of stage team points: Maximum Team Points = 30 points. Minimum Team Points = 0

AFTER: Clear and Safe all weapons. Return puzzle pieces to proper cans at the ambush shooting position.



"IF YOU SHOOT TWICE,
THEY CAN FIND YOU"

SPONSORED BY B&T INDUSTRIES ACCU-SHOT

“Never Shoot Twice”- **SPONSORED BY B&T INDUSTRIES ACCU-SHOT**

SITREP: Your supplies are running low. It’s time to stealthily climb into your blind and go hunting, but don’t shoot twice or the Russians will find you.

Location: Range #2 (Long range.) Targets may range from 100 yards - 1000 yards.

Ammo Count:

- Precision: 4 Rounds max per shooter.

Stage Time:

Shooting Position: Supported standing, kneeling/sitting, or prone. Body armor worn by hardcore teams.

Number of shooters at once: 1 shooter engaging at a time, but team relay stage.

Description: Starting in the holding area with all weapons empty and on safe, on command from RSO, the team will climb up into the hunting blind with all needed equipment. Hardcore teams may only use the provided rope or buddy lift for climbing support. Recreationalist and solos may use the optional provided ladder. If an athlete can not climb up, they don’t get to shoot.

There will be 3 supported shooting positions to choose from: standing, kneeling/sitting, or prone.

As soon as the first shooter is ready and in position, the shooter may load rifle and begin to engage each of the designate targets, with only 1 round each, starting from near to far. Coaching and assistance from team mates is allowed.

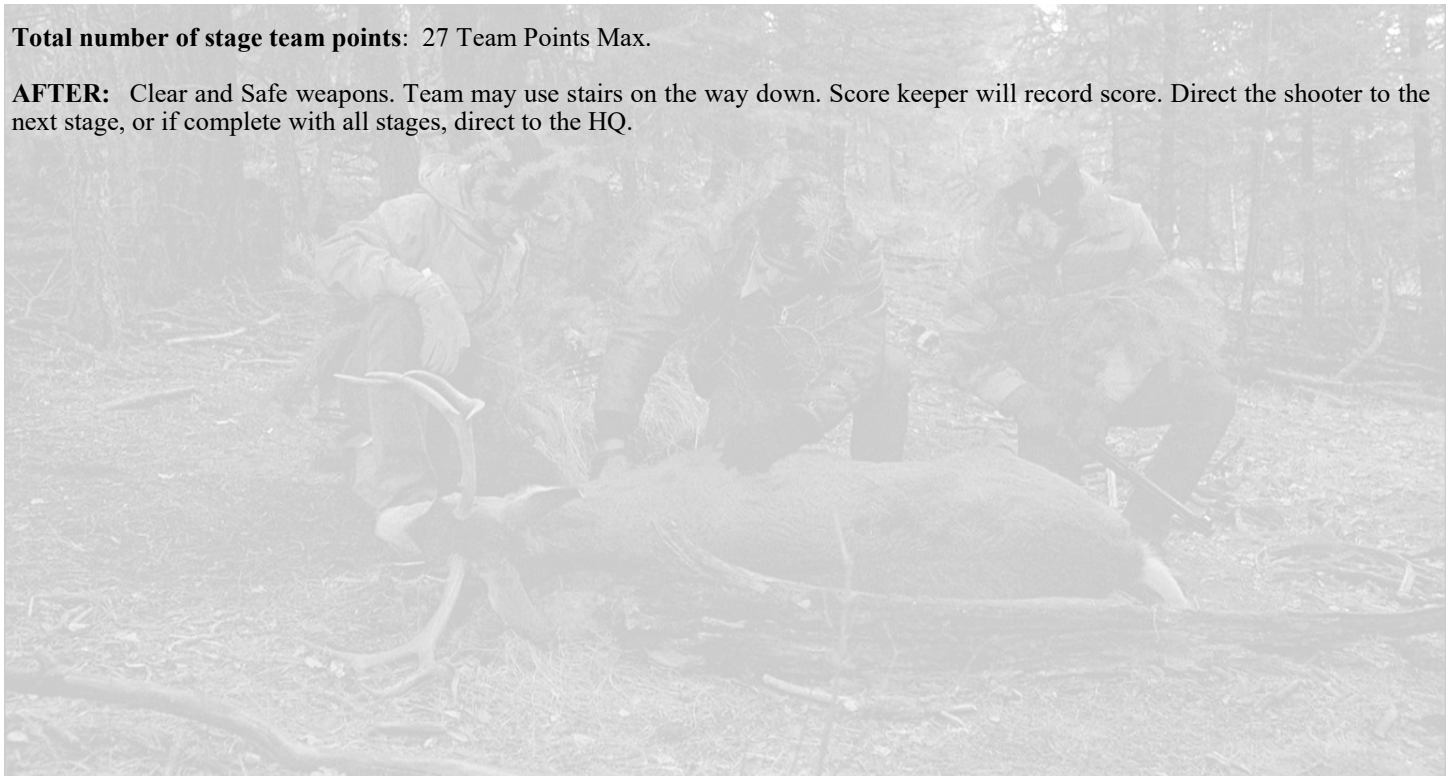
- All 4 shots must be fired from the same position (Standing, kneeling/sitting, or prone).
- The first target will be an Accu-Shot Challenge Playing Card.
- Only 1 shooter may engage at a time. From inside the blind, the rest of the team may get into the ready position and spot for the shooter.
- Once the first shooter has completed all 4 shots, the second shooter may immediately begin the same target sequence.
- Shooters must call out their intended target to RO before engaging. If the targets are engaged out of order, the RO will simply say “wrong target” with no further information.

Scoring:

- Accu-Shot Challenge Playing Card is not awarded points. But the closest shot to the center wins a gift cert.
- 3 points per hit on steel animal targets.
- **Bonus Multipliers:** Standing position x3 point multiplier. Kneeling/sitting x2 point multiplier. Prone position x1 multiplier.
- Maximum: 27 points per shooter.
- Total points, divided by number of shooters (Round fraction scores down) = TEAM SCORE.

Total number of stage team points: 27 Team Points Max.

AFTER: Clear and Safe weapons. Team may use stairs on the way down. Score keeper will record score. Direct the shooter to the next stage, or if complete with all stages, direct to the HQ.



"ELITE PARAMILITARY ORGANIZATION,
EAGLE SCOUTS."

“Elite paramilitary organization, Eagle Scouts.”

SITREP: Prove your worthiness to the team by demonstrating your tactical athleticism.

Location: Range #3 25 Yard bay

Additional Staff: 2 ROs to 1 score keeper.

Ammo Count Per Shooter:

- Carbine: 3 magazines of 8 rounds each. 24 Rounds total.
- Pistol: 2 magazines of 8 rounds each. 16 Rounds total.
- Provided “tactical retention lanyard”

Total team stage time: [REDACTED]

Shooting Position: Standing. Body armor worn by hardcore teams.

Number of shooters at once: Entire Team

This is a 5 drill stage. See next page for details for each phase.

Drill 1 Description: Casualty drag.

Drill 2 Description: High boat.

Drill 3 Description: Equipment carry

Drill 4 Description: Pistol Sprints.

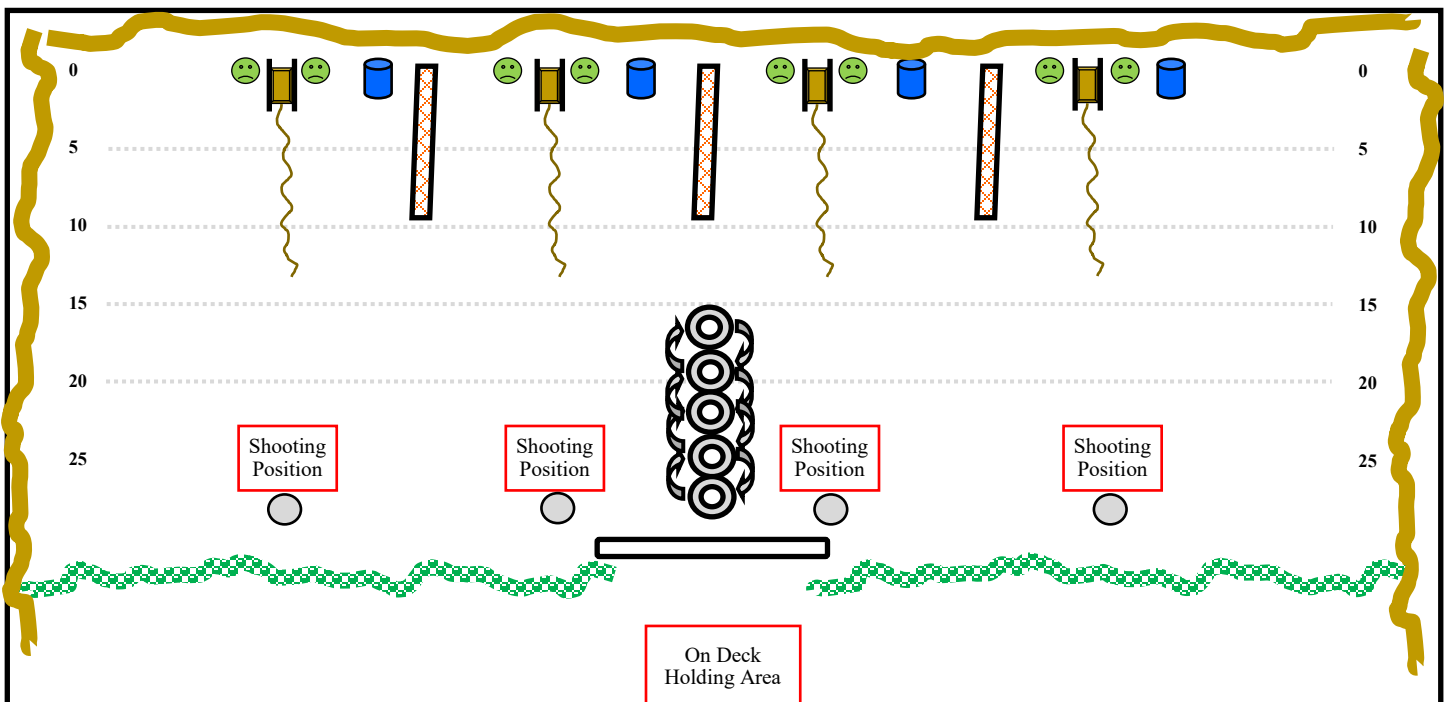
Drill 5 Description: Tire Flip Flops

Using teamwork and coordination, complete as many phases as possible within the time limit.

Scoring:

- ⊕ Hit on steel or A Zone= 1 point.
- ⊕ Total points, divided by number of shooters (Round fraction scores down) = TEAM SCORE.

Max number of stage TEAM POINTS: 40 points.



“Elite paramilitary organization, Eagle Scouts.”

⊕ Carbine Drill #1: Casualty Drag

Description: On command **RUN** from the RSO, all team members will run from the 25 yard line, to the 0 yard line and attach the provided “tactical retention lanyard” to the simulated casualty (weight sled). Once all team members have attached their lanyards, they will all pull the weight sled backwards to the 10 yard line. Lanyard may be pulled in non firing hand, or attached to the athletes gun belt to go hands free.

Once all team mates are at the 10 yard line, RSO will instruct athletes to load carbines and command **FIRE** 1 round into the A zone body box of each of their designated targets. Put weapons on safe, kept in a safe down range carry position, or high gun, and pull simulated casualty back to the 15 yard line. Once all team members are online, RSO will instruct to FIRE 1 rounds in to the A Zone body box of their designated targets. Continue this at the 20 yard line and 25 yard line. Carbines should go empty. Drop mags and put on safe. *Ensure sleds are pulled back enough to be out of the way.

⊕ Carbine Drill #2: High Boat

Description: On command **HIGH BOAT** from the RSO, all team members will lift the simulated boat (PT log) over their heads. Hand free/slung rifle while holding log is ok. ***Log must remain over head for the entirety of this drill, if lowered this drill is over and move onto the next Once over all team mates heads, one team mate may depart to shoot the drill. *Recreational teams may rest the log on their shoulder, but must go above head when releasing new shooters.

The shooter will go to each of the 4 firing positions on the 25 yard line, and fire 1 round into A Zone head box of both of the assigned targets forward of that shooting position. Once all targets have been shot drop mag and put on safe, then return to boat and relieve the next shooter. Continue until all athletes have shot the drill. Carefully lower and place the log on the ground.

⊕ Transition Drill #3: Equipment Carry.

Description: On command **MOVE** from the RSO, all team members will pick up the weighted ball off their sleds and carry, push, or roll it to the 0 yard line then quickly return to the 25 yard line. Once all team mates have returned to the 25 yard line, RSO will instruct athletes to load carbines.

On command **WALK** from the RSO, all athletes will begin walking forward toward their target, while staying on line. Keeping the carbine, aimed in on target. On command **FIRE** from RSO all shooters will engage the A Zone body box of their target with 2 rounds while continuing to walk forward for a total of 5 shot volleys. Transition to pistol if carbine goes dry.

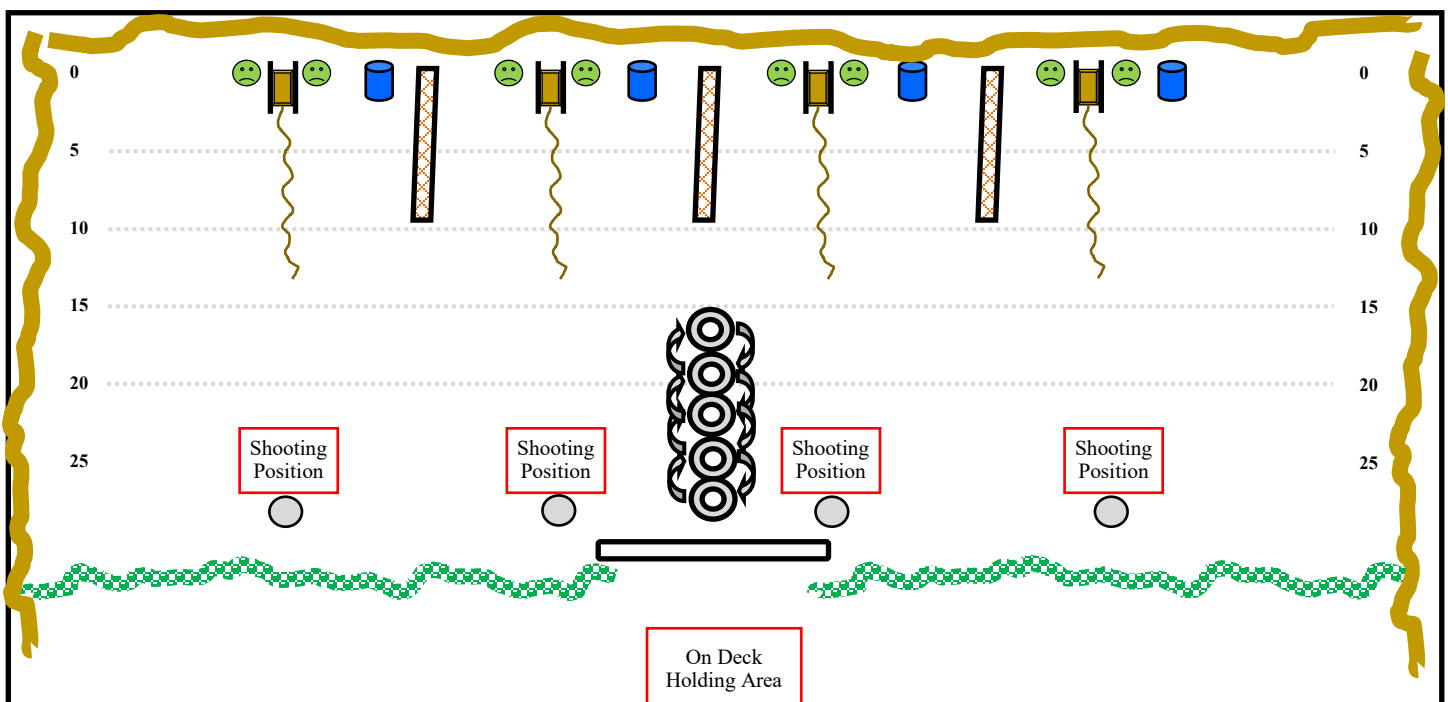
Once complete, holster pistol. Athletes have a choice to dump their empty carbine in the barrel or keep it slung.

⊕ Transition Drill #4: Pistol Sprints.

Description: On command **RUN** from the RSO, all team members will run from the 25 yard line, to the 0 yard line and return to the 25 yard line. Once all team mates have returned to the 25 yard line, RSO will instruct athletes to **FIRE** 1 rounds into the A zone body box of both targets then holster. Once all rounds are fired, and pistols holstered, on command **RUN** from the RSO, all team members will run from the 25 yard line, to the 0 yard line and return to the 20 yard line. Once all team mates have returned to the 20 yard line, RSO will instruct athletes to **FIRE** 1 rounds into the A zone body box of both targets, then holster. This will continue at the 25y, 20y, 15y, 10y, and 5 yard line. Reload when needed.

⊕ Transition Drill #5: Tire Flips

Description: All athletes will start at the 25 yard line facing their designated target. On command **FLIP** rom RSO, one athlete will lift one side of the tire, and flip it forward towards the targets. Where the tire lands, is the new firing line distance to the target. All athletes will fire only 1 round into the A Zone body box of 1 of their targets, then holster. A different athlete will lift one side of the tire, and flop it forward towards the targets. Where the tire lands, is the new firing line distance to the target. This will continue until all rounds are complete or time runs out. All athletes must flip the tire once. 1 athlete may not flip the tire 2 times in a row.



"GUERRILLA GAMES."

“Guerilla Games”

SITREP: Mr. Mason has a couple of heirlooms to hide with you. But before you go taking in new rebels fighters, you should first test their skills.

Location: Range #4 (25 yard bay.)

Ammo Count:

- Pistol: 1 mag of 3 rounds each.
- (Provided) AK47: 1 Mags of 5 rounds each.
- Map Protractor is needed.

Stage Time: ??? Minutes

Shooting Position: Standing. Body armor worn by hardcore athletes.

Number of shooters at once: Entire team. Each team member will be completing different tasks.

Description: On command from RSO, load pistols with magazine of 3 rounds, then holster.

This is a multi-event stage that will take place at 2 designated stations “Alpha” and “Bravo.” The team may conquer this stage in any order they wish, but communication with the RSO’s is important for safety and scoring.

All athletes will start seated, handcuffed to the start table. On command from the RSO, athletes will use ONLY the provided bobby-pin to unlock themselves from the table. Athletes, may help their struggling team mates with unlocking their handcuffs using provided bobby-pins only. Once free from the start table, athletes may choose between Station A or Station B. Athletes may move between stations at any time, but no more than 2 athletes can occupy a station at any time. An athlete may not do the same test more than once. Successfully accomplish as many test as possible within the allotted time (See next page for more details on skill tests)

Station A Test:

- AK47 Dis/Ass & Fire
- Commie Roast
- Signal
- RD Movie Trivia
- Archery

Station B Test:

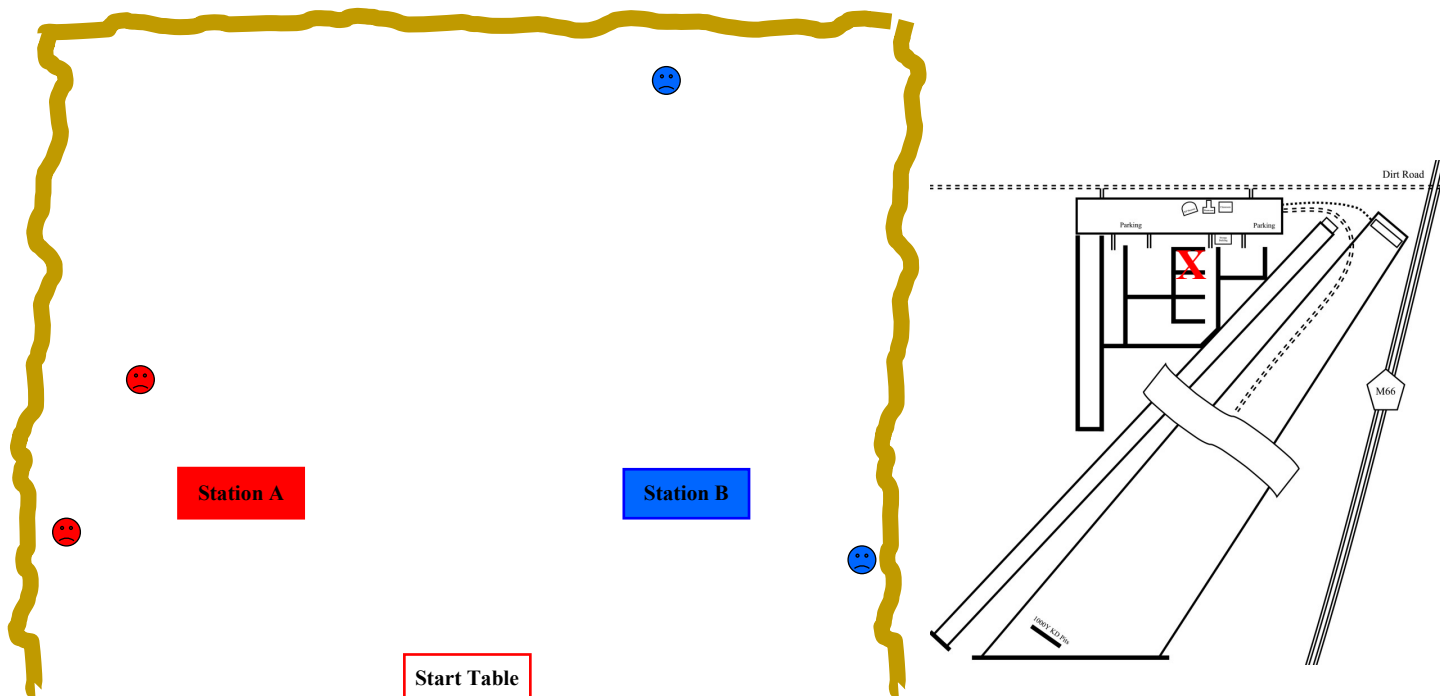
- Pink Mist
- Hatchet Throw
- Grenade Toss
- Map Trivia
- Tie the Knot

Scoring:

- Total points, divided by number of athletes (Round fraction scores down) = TEAM SCORE.

Total number of stage team points: Maximum Team Points = 34 points.

AFTER: Clear and Safe all weapons again. Have the team return all mission equipment.



Guerilla Games Details

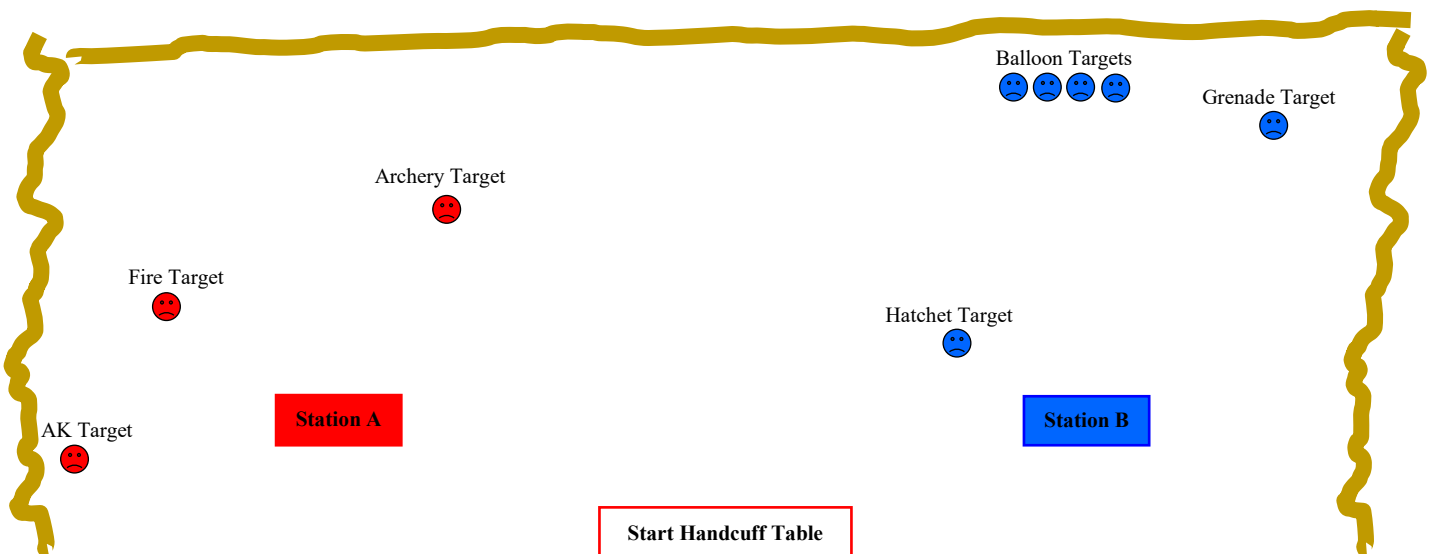
After freeing themselves from the handcuff table...

Station A Tests:

- AK47 Dis/Ass & Fire—This test can be done by all athletes.
 - Ensure weapon is unloaded. Field strip the AK47 by removing, the dust cover, recoil spring assembly, the bolt carrier, and bolt. The handguard/gas tube and cleaning rod will remain attached for this test. Once disassembled, with all parts on the table, reassemble all parts. Once assembled, perform a function check. Next load a magazine and chamber a round. Fire 5 rounds into the designated target using the compressed ready firing position (muzzle pointed at target, parallel with the ground, and with buttstock firmly placed high against your torso under your armpit. After all 5 rounds are fired, remove the magazine, show clear, and place the weapon on the table.
 - SCORE: 10 Points per athlete who completes dis&ass. 1 point per impact in the black area of the target. Max 15 points per athlete.
- Commie Roast—This test can only be done by one athlete.
 - Pick up the flamethrower, if not lit then light the pilot with provided lighter. Aim and fire. Torch the provided steel target for at least 5 seconds. Turn off pilot flame when finished.
 - SCORE: 3 team points for successful impact on target.
- Signal—This test can only be done by one athlete.
 - Ensure RSO is observing, use the provided signal mirror to flash the designated target 3 times.
 - SCORE: 3 team points for success signal.
- Archery—This test can only be done by one athlete.
 - Using provided bow and arrows. The athlete may fire 3 arrows in attempt to hit the Russian Boar target 1 time.
 - SCORE: 5 team points for a successful impact on target
- Movie Trivia—This test can be done collectively by the entire team.
 - Using the provided dry erase marker, write down the answers to the listed Red Dawn movie trivia questions.
 - SCORE: 1 Team point per correct answer. Maximum 10 team points.

Station B Tests:

- Pink Mist—This test can be done by all athletes.
 - From the designated shooting position, the athlete will engage 1 balloon target with 1 shot using support/weak hand only. If the athlete misses the balloon, the athlete will engage again with 1 shot using strong hand only. If the athlete misses the balloon, the athlete will engage again with using both hands.
 - SCORE: 10 Points per athlete for hitting their balloon.
- Hatchet Throw—This test can only be done by one athlete.
 - From the designate throw position, the athlete will throw all 3 hatchets (1 at a time) at the wooden silhouette target.
 - SCORE: 1 team point for each hatchet that sticks anywhere into the wood. Maximum 3 team points.
- Grenade Toss—This test can only be done by one athlete.
 - From the designate throw position, the athlete will throw all 3 dummy grenades (1 at a time) into the simulated tank hatch (barrel).
 - SCORE: 1 team points for each grenade that lands inside the simulated tank hatch. Maximum 3 team points.
- Tie the Knot—This test can be done collectively by the entire team.
 - Use provided ropes to tie the 5 listed knots.
 - SCORE: 1 team point for each correctly tied knot. Maximum 5 team points.
- Map Trivia—This test can be done collectively by the entire team.
 - Using the provided dry erase marker, write down the answers to the listed map trivia questions.
 - SCORE: 1 Team point per correct answer. Maximum 10 team points.



"WE NEED TO KNOW."

"ALL RIGHT,
WE'LL GO INTO TOWN."

“We need to know.”

SITREP: Running low on supplies and morale, You take a team into town for information. The stores are open, and there are people everywhere. But those aren't our troops. Stash your gear and go low profile. Keep your eyes open and be careful snooping around, because there are hostiles everywhere.

Location: Range #6 (Shoot House.) Staging / prep area is in Range #5

Ammo Count:

- Pistol: 3 mags of 10 rounds.

Stage Time: ??? Minutes

Shooting Position: Standing. ***No body armor worn.

Number of shooters at once: 1 shooter engaging at a time, but a team relay stage.

Description: You stop by a store to get intel from Alicia, but the KGB spots you while asking for 6 toothbrushes. Fight your way to safety, avoid civilians, and gather information along the way.

On command from RSO, load pistols then holster. Standby for stage specific instructions.

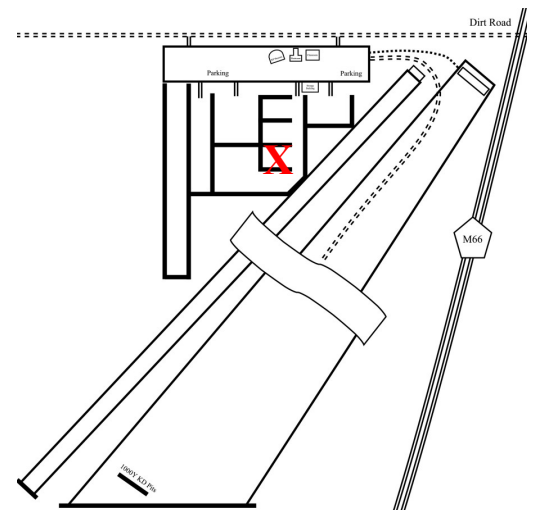
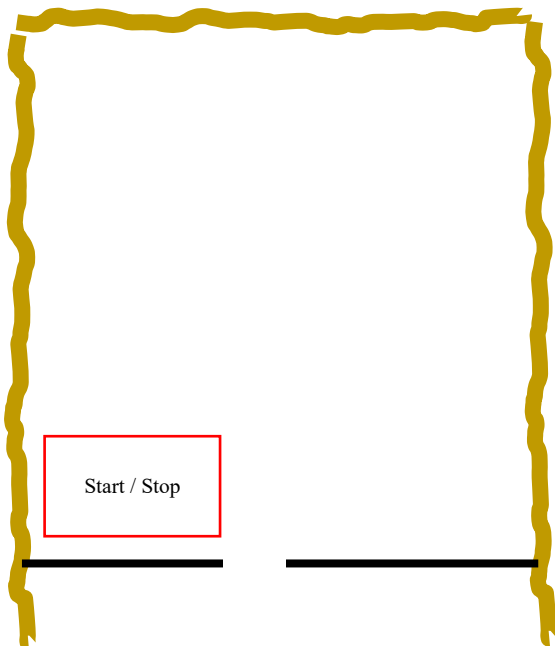
Each hostile threat will be engaged with 2 rounds to the A Zone body box.

Scoring:

- 1 point per hit in the A Zone.
- Negative 5 points for any friendly targets hit.
- Total points, divided by number of athletes (Round fraction scores down) = TEAM SCORE.
- Complete all mission objectives under par time = Bonus 5 team points.

Total number of stage team points: Maximum Team Points = 35 points.

AFTER: Clear and Safe all weapons again.



"CALUMET HIGH SCHOOL."

SPONSORED BY MIRA SAFETY

“Calumet High School.” - SPONSORED BY Mira Safety

SITREP: The high school has become a drop zone for Communist paratroopers. You and your classmates must fight your way through the parking lot to get to your getaway car. Be careful though, the Commies are known to use chemical warfare.

Location: Range #7 (Vehicle bay.) Staging / prep area is in Range #5

Ammo Count:

- Pistol: 1 mag of 5 rounds.
- Carbine: 3 Mags of 10 rounds each.
- Gas Mask will be issued. Athletes may use their own, but must have full face coverage, external filter, and wearable mask pouch. *We have fake masks without eye lenses for athletes who wear corrective lenses.

Stage Time: ??? Minutes

Shooting Position: Kneeling or Standing. Body armor worn by hardcore athletes.

Number of shooters at once: Entire team. Each team member will be issued a gas mask and a colored bandana.

Description: On command from RSO, load pistols with magazine of 5 rounds, then holster. Load carbine.

- For this stage, the RSO's will act as leadership and maneuvering will be coordinated by the RSO. On command from RSO, the team will step off from the holding area in a “Ranger File” team formation. On the command “**CONTACT FRONT**” each athlete will seek cover (assigned color coded position) and engage each visible, unobstructed, target forward of their position, with 2 rounds each. Athlete must be touching their assigned color coded cone.
- From this point forward, the team will split into 2 elements. A maneuver element and a stationary cover fire element.
- On command from the RSO “**PREPARE TO MOVE**” the maneuver element will:
 - 1) Immediately cease fire.
 - 2) Put their weapons on safe.
 - 3) Verbally identify the next forward cover position.
 - 4) If kneeling, stand.
 - 5) Gun goes to the high gun or low ready carry position.
 - 6) On Command “**MOVE**” from the RSO the maneuver element will quickly, and safely move together to the next cover position then immediately become the cover fire element by engaging each visible, unobstructed, target forward of their position, with 2 rounds each. Athletes will only engage from designated color coded cover positions. Athletes may reload on the move but will NOT shoot on the move.
- Directed by the RSOs, the former fire element will then become the maneuver element utilizing the preparatory command “PREPARE TO MOVE” and execute command of “MOVE.”.
- This “leap frogging” fire and maneuver routine will continue until the team reaches their get away car.
- Once at the objective vehicle,
 - 1) The team will continue engaging targets until all rounds from carbine and pistol have been shot.
 - 2) All athletes will quickly unload and show clear both weapons.
 - 3) The team will stand by for follow on mission instructions from the RSOs.

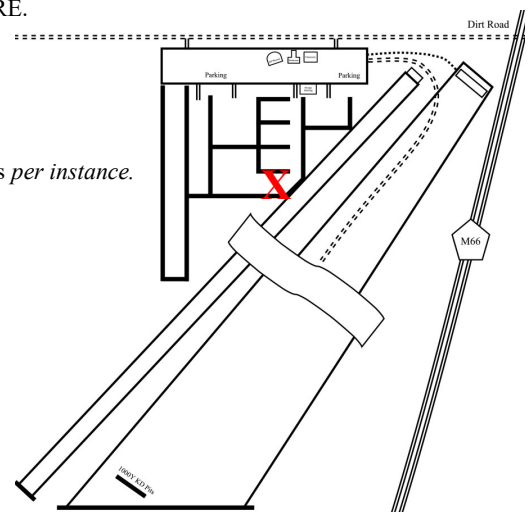
At any time during this stage, on the command “**GAS GAS GAS**” all athletes will seek cover, and Don and Clear protective masks within 18 seconds (twice the military standard). Masks will remain on until the command “**ALL CLEAR**” is given from the RSO.

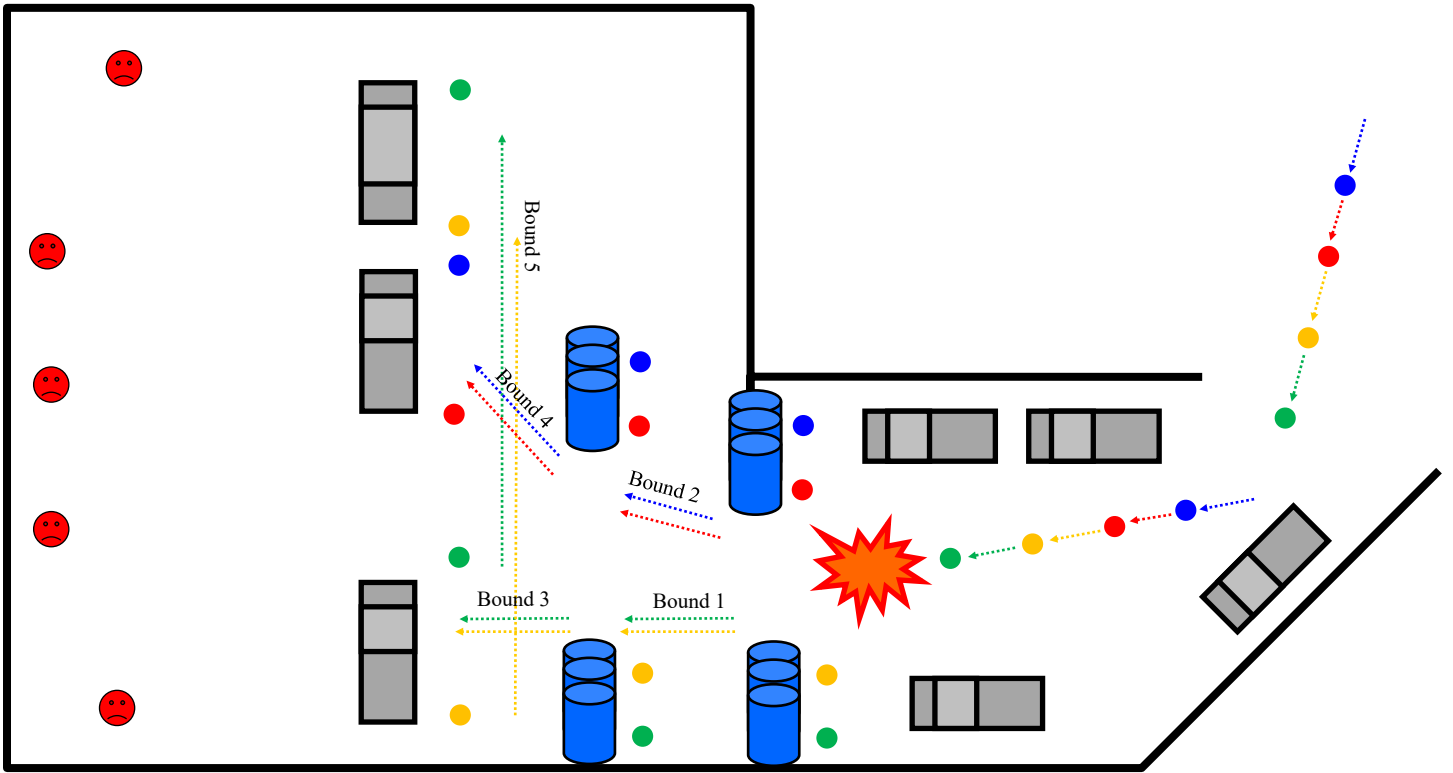
Scoring:

- 1 points per hit in the A Zone.
- Total points, divided by number of athletes (Round fraction scores down) = TEAM SCORE.
- Complete all mission objectives under par time = Bonus 5 team points.
- Failure of all athletes to Don & Clear gas mask under 18 seconds = Negative 5 points.
- Failure to use cover (not touch the cone) = Negative 5 points *per instance*.
- Shoot anything but a target (piece of cover or vehicle) = Negative 10 points *per instance*.
- Failure to follow “PREPARE TO MOVE” and “MOVE” procedures = Negative 10 points *per instance*.

Total number of stage team points: Maximum Team Points = 35 points.

AFTER: Clear and Safe all weapons again. Have the team return all mission equipment.





"MACHINE GUN BUNKERS HERE, HERE,
HERE, AND HERE."

“Machine Gun Bunkers Here, Here, Here, and Here.”

SITREP: Strike hard and fast by infiltrating and attacking the reeducation camp, creating mass chaos while freeing political prisoners by low crawling, jumping over fences, climbing up airplanes, under vehicles, etc. Watch your aim to avoid hitting friendlies.

Location: Range #8 (50 Yard bay.)

Targets needed: [REDACTED]

Additional range equip needed: 4 Weighted Sandbags 20-50 lbs, 2 portable walls, box step, balance beams. [REDACTED]

Additional Staff: [REDACTED]

Ammo Count:

- Pistol: 2 mags of 8 rounds each.
- Carbine: 3 Mags of 8 rounds each.

Stage Time: 6 Minutes

Shooting Position: Standing for all but 1 position, which is prone. Body armor worn by hardcore athletes.

Number of shooters at once: Entire team. 1 team member per rotating station.

Description: Starting in the holding area (parking lot) with all weapons empty and on safe, the team leader will issue each team member 1 of the provided weighted sandbag (20-50 lbs). On command from RSO, the entire team will low crawl under the wire, with their sandbags, to enter the battlefield. Any athlete may occupy any of 5 unique stations. The weapon used for that station will only be loaded and unloaded at that specific station while pointed safely downrange. Once the station is complete, athletes will holster empty pistol and carry empty carbine to the next station to the right, along with their issued sandbag.

Athletes may not skip a station, but may ask team mates for assistance with the physical task.

Complete as many stations as possible in the time limit.

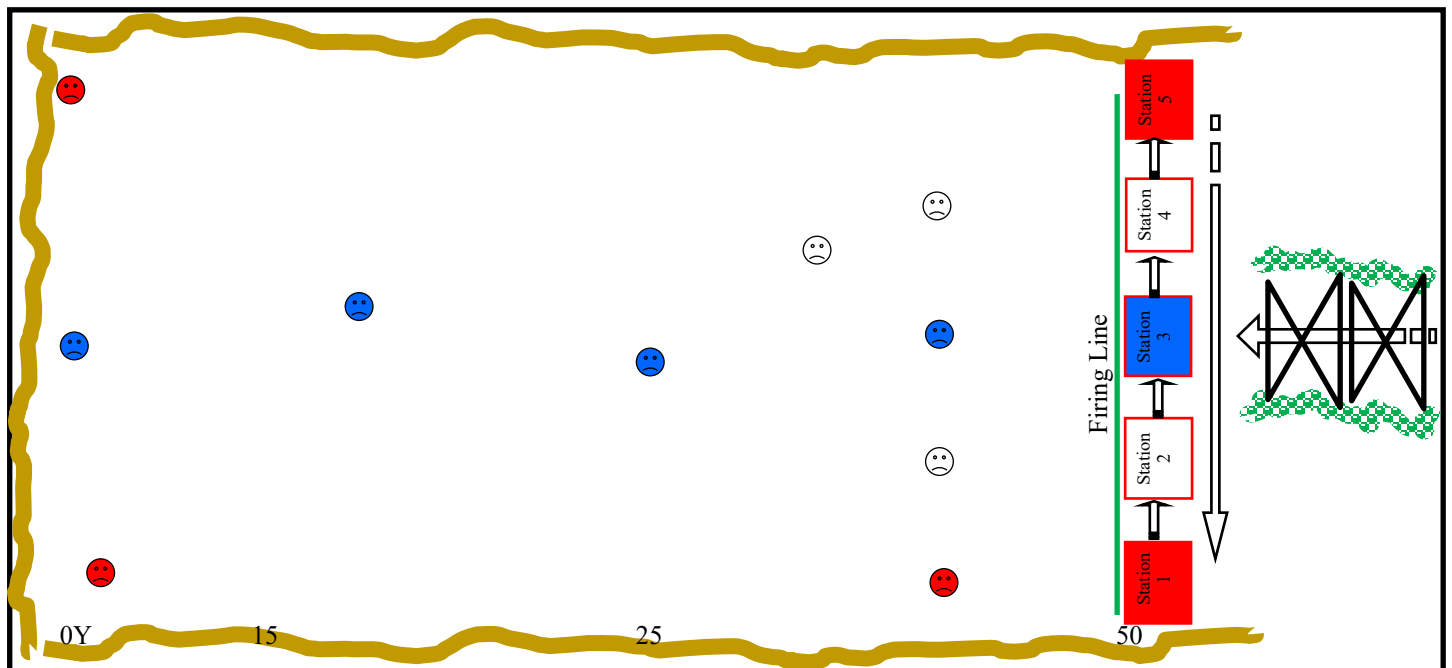
*See next page for detailed station descriptions.

Scoring:

- 1 points per hit in the A Zone. Negative 5 points per hit on friendlies.
- Maximum 40 points per shooter.
- Total points, divided by number of shooters (Round fraction scores down) = TEAM SCORE.

Total number of stage team points: Maximum Team Points = 40. Minimum points = 0

AFTER: Clear and Safe all weapons. Have the team return sandbags to the start point. Score keepers will record score.



“Machine Gun Bunkers Here, Here, Here, and Here.”

* Weapons will be loaded and unloaded at each station. Weapons will be safe and empty while moving from 1 station to the next.

Station #1: Low Wall Climb (Carbine): Simulates hopping fences.

- Starting on either side of the wall, the athlete will place carbine in the designate safe area (barrel/table), then toss sandbag over the 5ft wall, then climb over the wall. The sandbag may remain on the ground where it landed. Engage 2 targets with 1 round each. Place carbine in the designate safe area (barrel/table), then toss sandbag over the wall, then climb over the wall. Engage each target with 1 round each. Continue for 4 reps over the wall and a total of 8 shots fired.
 - Recreationalist have the option of walking around the wall, but the sandbag must go over.

Station #2: Box Step Up (Pistol): Simulates stepping onto higher tactical positions.

- Starting by placing carbine in the designate safe area (barrel/table). Athlete must keep the sandbag above waist level during the entire station. Using either leg, step up onto the box until both feet are firmly planted. Draw, and engage the target with 1 round, then re-holster. Step down off the box until both feet are touching the ground then step up again. Repeat for a total of 8 step up reps firing 8 rounds from on top of the box. *If the sandbag falls below waist level, the station is over.
 - Hardcore will use a 20 inch box.
 - Recreationalist may use a 16 inch box.

Station #3: High Wall Climb (Carbine): Simulates climbing onto short buildings.

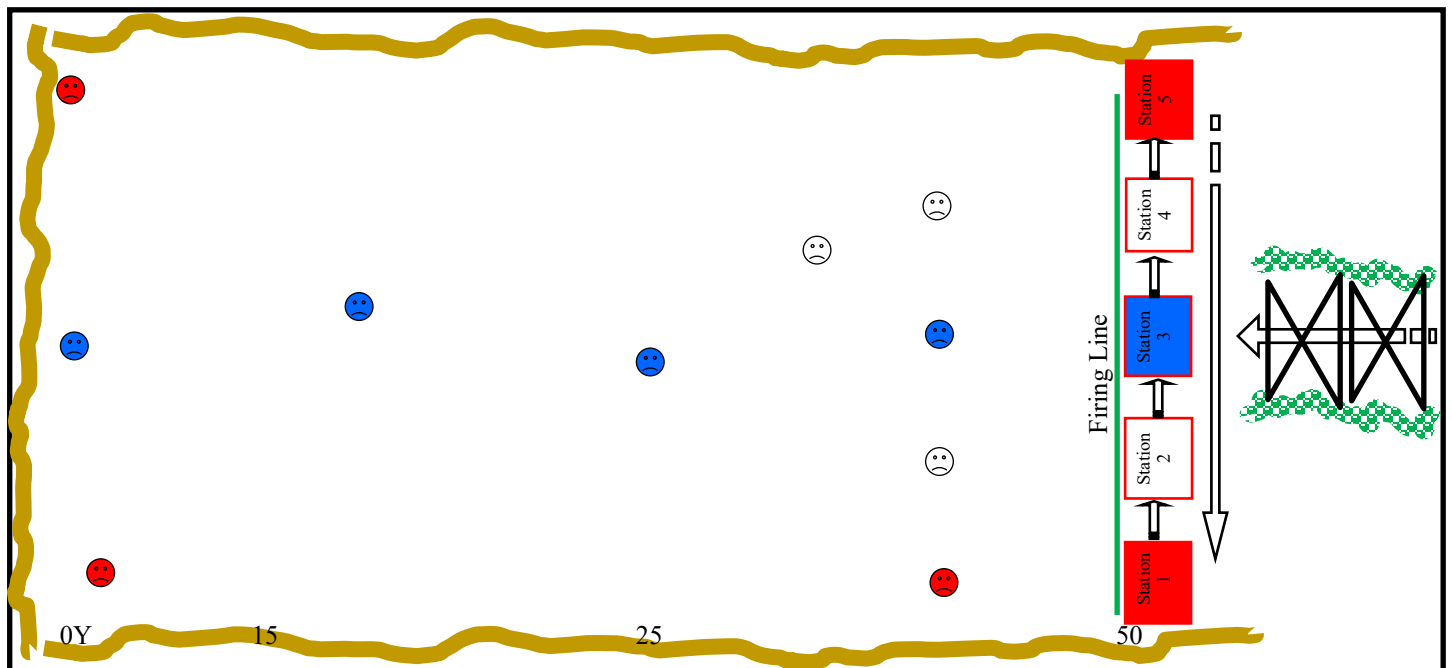
- Start with carbine in the designate safe area (barrel/table). The athlete will toss sandbag under the wall, use any method necessary to climb over the wall (freehand, muscle up, rope, buddy lift, etc), then safely drop down on far side of the wall. The sandbag may remain on the ground where it landed. Engage each of the 4 targets with 1 round each. Place carbine in the designate safe area (barrel/table). Grab the sandbag, and return to the original side of the wall and repeat the drill for a total of 2 wall climbs and 8 rounds fired.
 - Recreationalist may low crawl under the wall with sandbag instead of climbing over.

Station #4: Balance Beam (Pistol): Simulates traversing uneven terrain.

- Start with carbine in the designate safe area (barrel/table). The athlete will walk from one end of the balance beam to the other while carrying the sandbag. If the athlete falls off, then return to the starting position. Once successfully across the beam, the athlete may drop the sandbag. Draw and engage 2 targets with 1 round each, then re-holster. Pick up the sandbag, and walk from one end of the balance beam to the other while carrying the sandbag. Engage targets again with 1 round each. Continue for a total of 4 successful trips across the beam and firing 8 rounds.
 - Recreationalist may ground their sandbags during this station.

Station #5: Push Up & Pull Through (Carbine): Simulates positioning equipment while staying behind cover.

- Starting with carbine placed on the ground in designated area and sandbag placed on either left or right side of the station area. The athlete will start in the prone position, and then push-up into a plank. Grab the sand bag and drag under your body to the other side. Lower your body down into the prone, grab rifle, and engage target with 1 round. Return rifle to the ground, push-up to a plank position, and then pull the sandbag under your body to the opposite side. Lower your body and engage the target with 1 round. Continue for a total of 8 reps and 8 rounds.
 - Recreationalist may fire 2 rounds per rep instead of 1.



"PISS IN THE RADIATOR."

SPONSORED BY BG DEFENSE CO / TYPE A RIFLES

“Piss In The Radiator.” - SPONSORED BY BG DEFENSE CO / TYPE A RIFLES

SITREP: The commies have disabled your get away vehicle in the middle of an open farm field. Use fire team rushes to close with, destroy the enemy, and get the needed fluids to repair your radiator.

Location: Range #9 (100 Yard bay.)

Ammo Count:

- Pistol: 1 mag of 6 rounds.
- Carbine: 3 Mags of 8 rounds each.

Stage Time: [REDACTED]

Shooting Position: Hardcore teams will shoot PRONE only. Recreational may shoot prone or kneeling. Body armor worn by hardcore athletes.

Number of shooters at once: Entire team.

Description: Load pistols with magazine of 6 rounds, then holster. Starting in the bed of a disabled pick up truck with unloaded rifles. On command CONTACT REAR from RSO, shooters will disembark the truck and take up PRONE fighting positions on the 100 yard line. Once prone, in designated position, athletes will automatically load their carbines and engage their designated target with **2 rounds to the A Zone Body Box and 1 round to the A Zone Head Box.**

Once all team mates have engaged their designated targets, and rifles are on safe, the Team Leader will give the peremptory command of **PREPARE TO RUSH.** On the command **PREPARE TO RUSH** all team members will:

- 1) Immediately cease fire.
- 2) Put their weapons on safe.
- 3) If prone, go to a kneeling position.
- 4) Gun goes to the high gun or low ready carry position.

On Command **RUSH or MOVE** from the Team Leader, the team will quickly and safely rush 10 yards forward and engage their target with 2 rounds to the A Zone Body Box and 1 round to the A Zone Head Box from the prone (or kneeling for Rec teams) position. Continue forward, using 10 yard rushes until the entire team reaches the 10 yard line. Reload as needed. Transition to pistol if carbine goes empty inside pistol range (25 yards or closer). If you have a malfunction, fix it on the move - the team must stick together forming a firing line. ***20y and 10y pistol engagements will be shot from the kneeling.

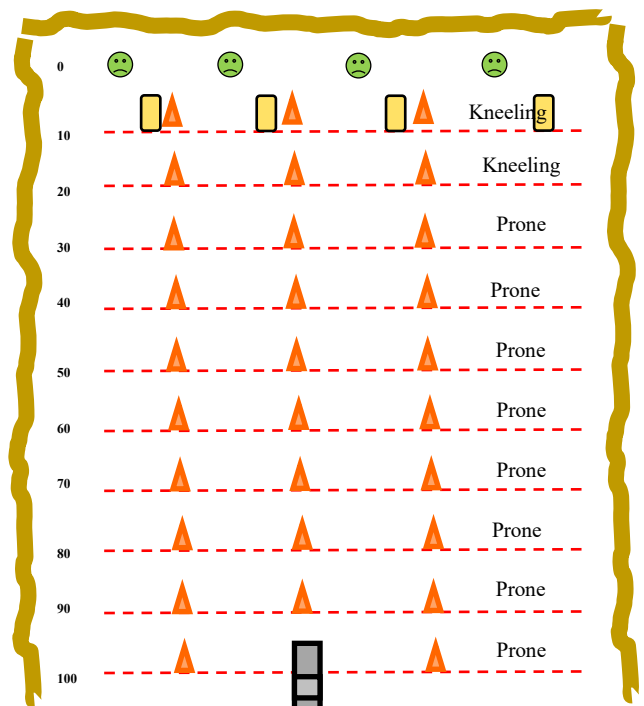
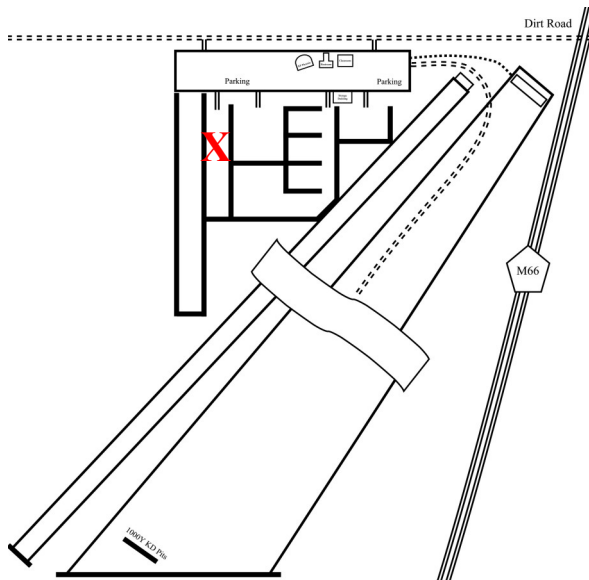
Once the RSO has declared all weapons cleared, each athlete will use the provided cover (sitting or kneeling), pull the rope towards them until the weight sled with water can arrives at your cover position. Grab the water can off the sled, and run it back to the disabled get away truck.

Scoring:

- 1 points per hit in the A Zone.
- Maximum 30 points per athlete. Maximum 20 in Body Box and maximum 10 in Head Box.
- Total points, divided by number of athletes (Round fraction scores down) = TEAM SCORE.
- Return all water cans (1 per athlete) to the truck under par time = Bonus 5 team points.

Total number of stage team points: Maximum Team Points = 35 points.

AFTER: Clear and Safe all weapons again.



"WE CAUSE A DIVERSION, GET OUT OF HERE,
HEAD BACK TO THE MOUNTAINS."

“We cause a diversion, get out of here, head back to the mountains.”

SITREP: Your team needs to quickly attack the town to create a diversion, while your friends escape to Free America. If you're fast enough, you could make it out of there with a little luck and a lot of skill.

Location: Range #10 (250 Yard bay.)

Ammo Count:

- Pistol: 1 mag of 12 rounds.
- Carbine: 1 Mags of 11 rounds, 1 mag of 8 and 1 mag of 6 rounds. *Used in any order.*
- Team comms are needed on this stage.
- 1 provided VS-17 panel and road flare.

Stage Time: LIMITED ??? Minutes

Shooting Position: Kneeling or prone. Body armor worn by hardcore athletes.

Number of shooters at once: Entire team.

*This is a 2 phase stage.

Before starting, issue a road flare and VS-17 panel to the TL, give one of the team radios to the MedEvac driver, and perform a comm check.

Phase 1 Description: On command from RSO, load pistol, then carbine. The team will form a line, with equal spacing, parallel with the direction of threat (down range). On command from RSO, the team will quickly walk forward in a Movement to Contact.

Once contact has been made, the team will close with on the enemy position with fire and maneuver by bounding forward 2 athletes at a time from cover position to cover position (left side & right side). By stage design, the cover positions may be further apart than a normal individual or team rush distance.

At each cover position engage the A Zone box of each of the brown cardboard IPSCs with 1 round each.

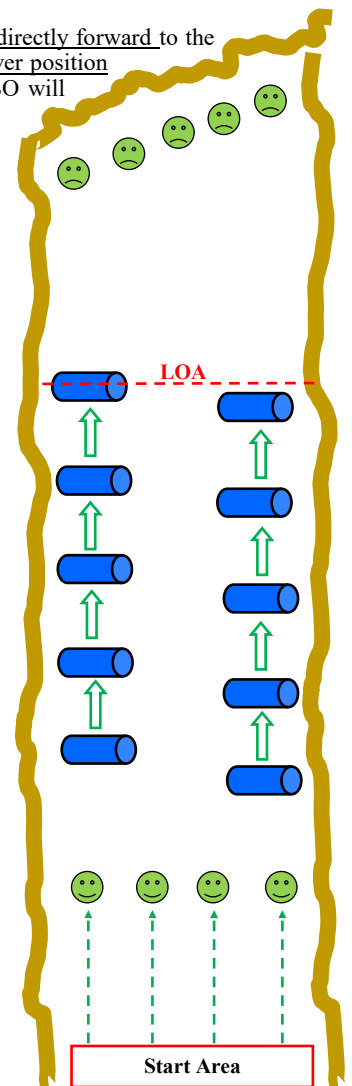
Once both athletes at the rear most cover position have engaged the targets with 1 round each, they both move directly forward to the next cover position and immediately begin engaging the same targets with 1 round each. The forward most cover position will never move forward again. The maneuver element will always come from the rear most position. The RSO will strictly enforce the fire and maneuver elements.

Before leaving a cover position both athletes will:

- Completed their engagements and have ceased fire.
- Put their weapons on safe.
- Verbally identify, and confirm, the next forward cover position to each other.
- Gun goes to the high gun or low ready carry position.
- If kneeling, stand.
- One of the athletes will give the command to “MOVE.”

Athletes may reload on the move but will NOT shoot on the move.

Fire and maneuver bounding will continue until all team mates have engaged targets at the LIMIT OF ADVANCE or time limit has expired. At the LOA, quickly unload and show clear all carbines to the RSO and await further instructions.



“We cause a diversion, get out of here, head back to the mountains.”

Phase 2 Description: At the LOA you will find that Matt has taken a bullet to the gut, but we’re not going to let him bleed out on a frozen playground.

After all carbines have been clear, 1-2 team mate must remain on security, 1 team mate will assess and treat the patient, and using team radios the Team Leader will call in a 9 Line MedEvac request (a template will be provided) and mark the landing zone with provided VS-17 panel and road flare.

Once the MedEvac vehicle arrives, load the patient head forward, and then the team loads the MedEvac vehicle (pickup truck). 2 team mates will sit on the tail gate facing the rear. The other team mate(s) will face the outboard flanks. Carbines will be slung, with muzzles pointed down to avoid muzzling legs or feet.

On command form RSO, athletes will draw their pistols. The MedEvac vehicle will begin moving up range.

Athletes will engage designated steel targets **IN THERE SECTOR ONLY** with 3 rounds max or until target falls.

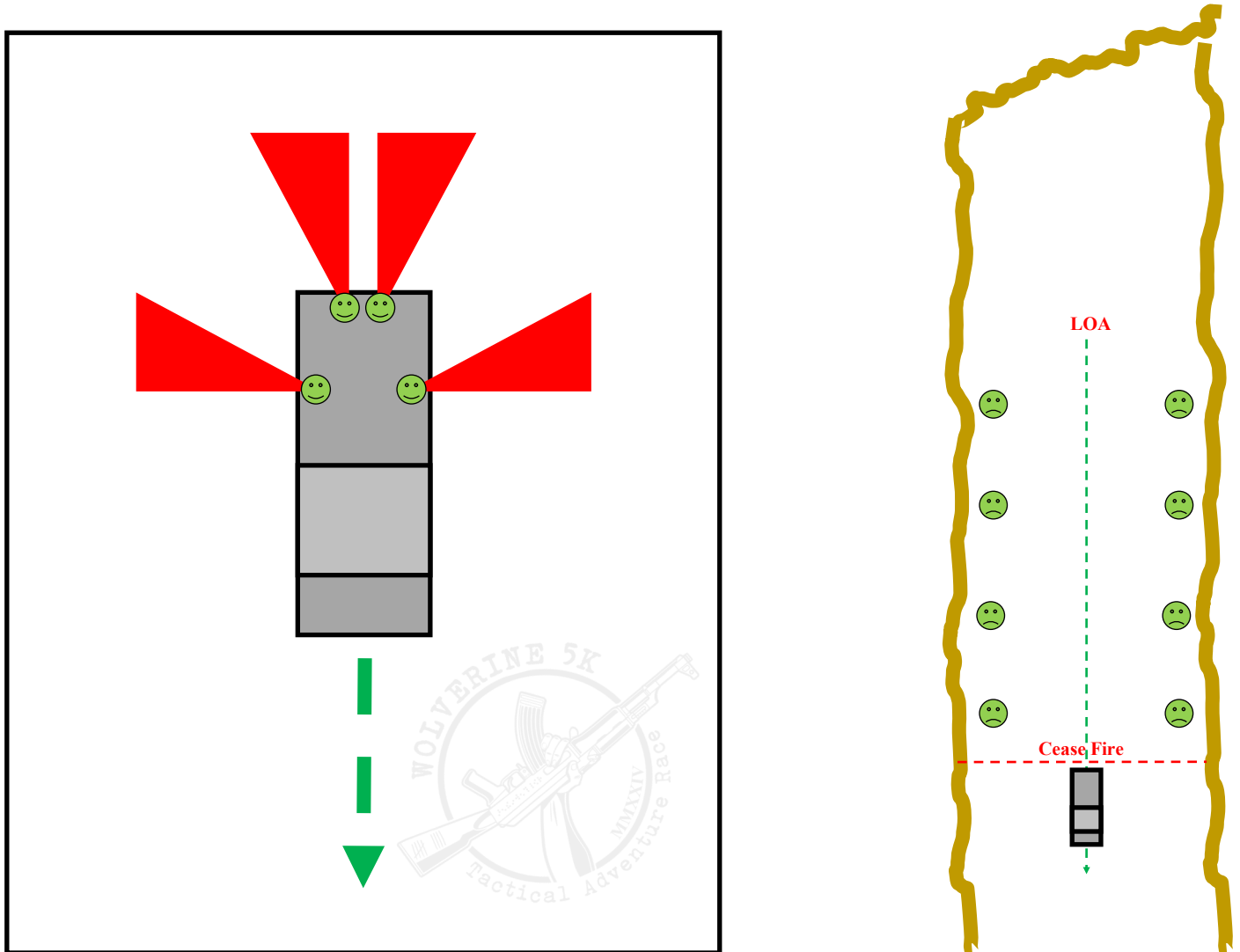
- Rear targets will be steel fall down poppers.
- Flank targets will be steel A Zone or mini IPSC.

Scoring:

- 1 points per hit in the A Zone.
- 1 point for each steel target knocked down.
- Total points, divided by number of athletes (Round fraction scores down) = TEAM SCORE
- Bonus 6 Points for successfully calling in MedEvac in under **????** minute par time.

Total number of stage team points: Maximum Team Points = 35 points.

AFTER: Clear and Safe all weapons again.



9 LINE MEDEVAC REQUEST

“Red Baron, this is your team name, MedEvac request. Over”

~ *Stand by for a response from MedEvac. If no response, send the above request message again.*

“team name, This is Red Baron. Send your 9 Line. Over”

“MedEvac request as follows.

“Line 1. One Six Tango Foxtrot Quebec Four Four Seven Tree Two Six Eight Six.

“Line 2. your team name, on this frequency.

“Line 3. One. Urgent surgical.

“Line 4. Litter, IV, thermal blanket.

“Line 5. One litter.

“Line 6. Enemy troops in the area.

“Line 7. VS-17 air panel and Pyro

“Line 8. One civilian.

“Line 9. No NBC threat. LZ is open flat terrain, approach from the north. How copy? Over.”

~ *Stand by for read back or reply.*

“team name, This is Red Baron. Good Copy on all. Approaching from the north. Go ahead and mark the LZ. Over”

Red Baron, this is your team name, LZ has been marked. Over”

“team name, This is Red Baron. I’ve got eyes on. Stand by for pick up. Over”

“Red Baron, this is your team name, we are standing by. Out.”

"THE WOLVERINE CRUCIBLE."

HARDCORE TEAMS GET PRIORITY ON THIS STAGE.

“The Wolverine Crucible.” - Hardcore teams get priority on this stage.

SITREP: Get out of here, Jed! There's a world of hurt coming down! Colonel Tanner sacrificed himself so you could survive. You're team needs to Escape and Evade off the battle field. Shoot bad guys, transport supplies, and make speed a priority.

Location: MTC Field Course - Use the dirt road to get next door. Do not use the range #10 cut through.

Ammo Count (per team):

- Pistol: 4 mag of 3 rounds per team.
- Carbine: 6 Mags of 3 rounds each.

Shooting Position: Standing. Body armor worn by hardcore athletes.

Number of shooters at once: Entire team.

DESCRIPTION:

- Teams start with +25 points, but points are reduced by how many minutes it take to complete the 3/4 mile loop. (See scoring for more details.)
- This is an multi phase stage that is timed from start to finish with no pauses in time.
- All weapons will remain unloaded unless told to make ready by the RSO at a stage of fire.
- The team must stay together (within 10 meters)
- If equipment is found at a stage, it must be carrier forward to the next designated stage then dropped. 3 person teams may put the extra piece of equipment in the RSO vehicle. The next shooting stage can not begin, until all team members are present with found equipment.

On command from RSO, the team will run from the start point to the 1st shooting stage (RSO will be leading in a vehicle). Only 1 athlete will shoot the drill at that stage, on direction from the RSO. Once the weapon is cleared, the team will run to the next shooting stage. Only 1 athlete will shoot a stage, but may not shoot another stage until all other team members have shot a stage. 1 athlete may not shoot 2 stages in a row.

- Part 1: Handgun. 3 Hostage targets. 1 shot to the A zone HEAD box of each target.
- Part 2: Carbine 3 IPSC. Close, mid, far. 1 shot to the A zone BODY box of each target.
- Part 3: Carbine. 1 IPSC Failure: 2 shots to A zone BODY box and 1 shot to A zone HEAD box.
- Part 4: Handgun. 3 IPSC. 1 shot to the A zone BODY box of each. **RELOAD.** And repeat.
- Part 5: Carbine. 3 IPSC. 1 shot to the A zone BODY box of each. **RELOAD.** And repeat.
- Part 6: Carbine. 3 Hostage targets. 1 shot to the A zone HEAD box of each target.
- Part 7: Handgun. 3 Hostage targets. 1 shot to the A zone HEAD box of each target.
- Part 8: Carbine. 1 IPSC Failure: 2 shots to A zone BODY box and 1 shot to A zone HEAD box.

Stage is over after the team collectively passes the stop point.

SCORING:

- 1 points per hit in the A Zone. **Maximum Team Points** = 30 points.
- Negative 5 points for hostage hits.

Bonus points: 25 points minus the number of minutes to complete = Bonus Points.

Example, if it takes a team 15 minutes to complete The Wolverine 5K Crucible, the bonus will be 10 points.

