

Mission

The situation is dire. You and your team has been ambushed. After a fierce battle, you were the only one to get away. The enemy is close behind and your only hope is to escape and evade to the emergency landing zone which is 20 minutes away. If you can make it there, without getting taken out, and that the flyboys and their helicopter shows up as planned, you might be able to survive.

Many obstacles stand between you and the emergency landing zone. Hopefully all your training and PROPER planning up to this point, will enable you to make it out alive.

I wish you luck, and I suggest that you take your preparation period time seriously. Your key to success is to be organized, destroy and ditch any gear that may slow you down. The enemy is close and if you are caught before you make it to the emergency landing zone, you are DONE!!!! RIP!!!

Admin and Logistics

-All shooters have been assigned a group, shooter number and a shooting time, as well as an ARRIVAL TIME. Please time your arrival to the facility at as close to the EXACT TIME as possible. Don't come early as you won't be allowed into the area before your slot, so you won't gain any info. From the front gate of the club proceed straight down the road and keep going until you run into a line of cars stacked up on the road. We will allow you into the lower range at your specified time.

-Once down range depart your vehicle and grab any, and all equipment and head to the staging area. **The staging area is behind the Yellow Connex** box. Once in the staging area we will take a roll call, sign the club safety waiver and brief you on the event as well answer whatever questions we can to help you.

-Shooters we want to ensure that every shooter is exposed to the course the same way. Once you are done shooting you are welcome to stay, hang out and talk with your fellow survivors. We ask that when the new group arrive on site, we limit the talking and stories so we can get them and their gear to the staging area.

-When it's your time to start the clock is going ready or not. We can not get backed up or it will ruin the flow of the event. If we have a target issue we will adjust as we need but as long as you are in the staging area on time, we as the staff can control any issues.

-Your group brief will only be given once, which will be 10 minutes after your group arrival time

Event rules-(important read twice)

- **YOU ARE ON YOUR OWN** the RO will not be answering questions as you go. They are there to count the number of enemy you destroy on the way to extract, and to ensure your safe.
- Your safety officer will be at the start area in enough time to warn you and start you.
- At starting point you will **remove** your ECI (empty chamber indicator)
- Once timer starts you will head to the first position and start the course.
- When you move from position to position you may leave the magazine in the gun. Bolt actions your bolt must be open when moving, Semi-Auto's must yell out SAFE and place your rifle on **SAFE** then you can move.
- We will have a **semi lax 180 Degree safety line**, do your best to keep the rifle orientated down range and up so that we are not muzzling the shooters ahead of you.
- Upon reaching a shooting position you will find the spot where you are to shoot from **MARKED** with a piece of **ORANGE** tape. IF there are multiple positions they will be marked with **ORANGE** tape as well as **NUMBERED**.
- Each shooting position will have a **PICTURE**, with what your target or targets LOOK like as well as the ranges marked next to each of them. You are to scan the battlefield and locate the targets and engage them. **ALL of them!!!**
- You must scan and find each target and engage them, or neutralize them in order to keep advancing to your extract point.
- The only thing you are **allowed to leave** on the course is dead targets and shell casings. So, ensure as you move from place to place, that you scan your area for target indicators so that the enemy cannot track you. (ex. ANYTHING from paper, earplugs, hats, cloths, gear, ect,). If you vacate a shooting position and arrive at the next position you have now lost that piece of gear for the remainder of the event, and you have now received a **3 shot penalty**. We will allow dropped rounds, while loading or moving, misfires or jams ect to be penalty free.
- **You are LIMITED TO 3 magazines with a MAXIMUM of 15 rounds per magazine.**
- **Don't get caught.** The shooter starting 10 minutes behind you can bump you off the course. We have a method in place to ensure that the shooter behind you has at least a **50% hit ratio** if they do, then your "**caught**" by the enemy and you are done and off the course. If the enemy behind you catches you and doesn't have a 50% ratio then they are "**caught**" and off the course!!
- Scoring is **1 point per hit** and we will also log your time down to use to break any ties.
- **Trophies will be awarded to 1st, 2nd, and 3rd Place.** Watch the leaderboard we will update it every hour. If you're on the board, stick around as you may have a trophy coming. If not, you

are free to hang out, help or leave. Reminder we will have **limited parking available** as we will have a lot of areas screened off from view.

Pretty Basic stuff, and I will answer all questions, as well as have a sample to explain things to you at start position.

INTELLIGENCE

Min round count is **90** if you don't miss. I recommend you have more!!! If you bring 120-150 you shouldn't need them but better to be safe

Max Score is 90 points and fastest time breaks tie.

POSITION #1

1. 143 yards

POSITION #2

1. 125 yards
2. 141 yards
3. 164 yards

POSITION #3

1. 86 yards
2. 148 yards
3. 159 yards
4. 194 yards

POSITION #4

1. 205 yards

POSITION #5

1. 115 yards
2. 132 yards
3. 150 yards
4. 200 yards

POSITION #6

1. 110 yards

POSITION #7

1. 108 yards

POSITION #8

1. 85 yards
2. 91 yards
3. 110 yards

POSITION #9

1. 57 yards
2. 72 yards
3. 84 yards
4. 105 yards

Time Slots

Group 1		Arrival Time: 0815	Prep and brief time 830-900
Shooter	Name		Your start Time
1	Eric Allegree		0900
2	Justin Light		0920
3	Anthony Hughes		0930
4	Rick Wanner		0940
5	Tom Walsh		0950
6	Keith Minard		1000
7	Scott Francis		1010
8	Brad Hancock		1020
9	Timothy Swain		1030
10	Nick Bazzone		1040
Remain in your car in line awaiting access to park. You will have plenty of time to prepare after brief.			

Group 2		Arrival Time: 1020	Prep and brief time 1020-1050
Shooter	Name		Your start Time
1	David Huber		1050
2	Robert Williams		1100
3	Scott Bass		1110
4	Willard Persinger		1120
5	Bret Dewitt		1130
6	Scott Turner		1140
7			1150
8			1200
9			1210
10			1220
Remain in your car in line awaiting access to park. You will have plenty of time to prepare after brief.			

Group 3		
Arrival Time: 1145		Prep and brief time 1200-1230
Shooter	Name	Your start Time
1	Josef Van Wyk	1230
2	Gene Sorrell	1240
3		1250
4		1300
5		1310
6		1320
7		1330
8		1340
9		1350
10		1400
Remain in your car in line awaiting access to park. You will have plenty of time to prepare after brief.		