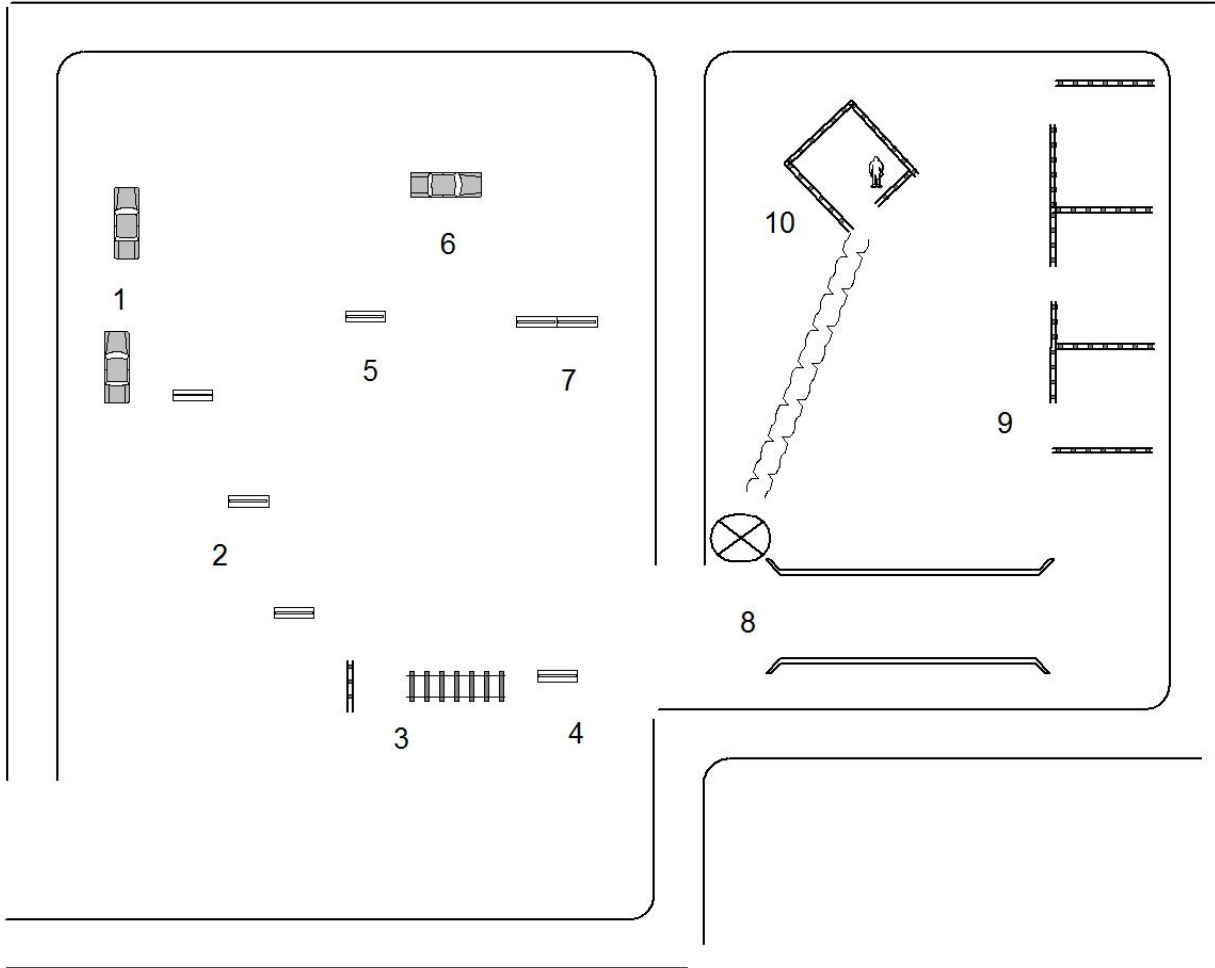


KOMTS Course of Fire – Diagram

Course Description on Page 2



KOMTS Course of Fire

1. Traffic Stop – ambush
 - Handgun for immediate targets 3 (HG)
 - One hostage target: front middle of suspect car 1 (HG)
 - Obtain rifle / Magazines
 - Only misses are scored (+ 3 secs)
2. Movement to cover
 - One moves at a time (+ 3 sec)
 - Each barrier has three targets 9
 - Only misses are scored (+ 3 sec)
3. Obstacles
 - Navigate under covering fire 6
 - 3' fence
 - Under structure
 - One moves at a time (+ 3 sec)
4. Patrol Rifle Shot (Precision at balloons) 3 (R)
 - Platform is shooter's discretion
 - Only optics consistent with Patrol Function
 - Both shooters must complete the station before moving on.
 - Work as a team
5. Golf Balls on tees 4 (HG)
 - Handgun only
 - All golf balls must be knocked off tees (doesn't matter how)
 - Both shooters must complete the station before moving on
 - Work as a team
6. VCQB 6
 - Three sets of color-coded cards numbered 1-6
 - Two shots per number
 - Cards must be shot in order. Communicate with your partner. (+3 per mistake)
7. Precision handgun 4 (HG)
 - Targets are inside PVC pipes
 - Must shoot out all targets through the pipes
 - Both shooters must complete the station before moving on
 - Work as a team
8. Shoot on the Move 10 (HG)
 - One target each
 - 10 rounds on target
 - Rounds must be fired on the move
 - Only misses are scored (+3 sec)
9. Room Clearing (10 targets)
 - Two shots on each target
 - Only misses are scored (+3 sec)
10. Tac-Med / Extraction
 - Tourniquet application (must stop blood flow)
 - Cover medic / care under fire
 - Extraction under fire

WINNER = Shortest time