

## TACTICAL SKILL BUILDING 001

**DESCRIPTION:** A bottle target moves among bystanders.

**PROLOGUE:** A short video clip that shows which targets to shoot. In this case it's a gray bottle target.



### **Interactivity:**

The objective target moves around the screen weaving in and out of the obstacles in a random order. This target travels on a two dimensional plane.

The green target(s) are meant to be obstacles. If they are shot, the scenario will cut to black.

If the target is successfully hit, the scenario will automatically advance to the next level. There are four levels total, each increasing in difficulty.

### **Notes:**

## TACTICAL SKILL BUILDING 002

**DESCRIPTION:** There is a suspect target moving around with a bystander following.

**PROLOGUE:** A short video clip that shows which targets to shoot. In this case it's a purple bottle target and a purple silhouette target.



### Interactivity:

The objective target moves around the screen in a random order. This target travels on a two dimensional plane.

The green target is meant to be an obstacle. If it is shot, the scenario will cut to black.

If the correct target is shot, the scenario will automatically advance to the next level. Each level increases in difficulty. In the last level, the targets switch color from their normal expected color.

### Notes:

## TACTICAL SKILL BUILDING 003

**DESCRIPTION:** A group of bottle targets are displayed with numbers on the face. There are multiple ways to complete this exercise.

**PROLOGUE:** A short video clip that shows which targets to shoot and in what order to shoot them. This clip will automatically play at the beginning of each scenario.



### Interactivity:

The targets that appear in these scenarios must be shot in the designated order. If they are not shot in the correct order, the scenario will cut to black.

**Scenario 001** – Random in descending order

**Scenario 002** – Ascending in sequence

**Scenario 003** – Ascending in sequence (numbers shuffle after each target is hit)

The trainee has approximately ten seconds to shoot the first target and the scenario will loop endlessly on the succeeding targets.

### Notes:

## TACTICAL SKILL BUILDING 004

**DESCRIPTION:** A group of bottle targets are displayed with numbers on the face. There are multiple ways to complete this exercise.

**PROLOGUE:** A short video clip that shows which targets to shoot and in what order to shoot them.



### Interactivity:

The targets that appear in these scenarios must be shot in the designated order. If they are not shot in the correct order, the scenario will cut to black.

- Scenario 001** – Even in a random order
- Scenario 002** – Odd in ascending order
- Scenario 003** – Even in descending order

The trainee has approximately ten seconds to shoot the first target and the scenario will loop endlessly on the succeeding targets.

### Notes:

## TACTICAL SKILL BUILDING 005

(Reaction Drill Revisited)

**DESCRIPTION:** A bottle target moves around the screen in a random order and only in a two dimensional area.



### Interactivity:

This scenario contains the following six situations:

**One Second Buzzer**

**Two Second Buzzer**

**Three Second Buzzer**

**One Second Buzzer** (Twice as Fast)

**Two Second Buzzer** (Twice as Fast)

**Three Second Buzzer** (Twice as fast)

Each situation has a buzzer that goes off at the specified time. The situations will fade out when the target is shot.

### Notes:

## TACTICAL SKILL BUILDING 006

(Reaction Drill Revisited with a twist)

**DESCRIPTION:** A bottle target moves around the screen in a random order and only in a two dimensional area. However this one has a second target that can also be shot.



### Interactivity:

This scenario contains the following six situations:

- One Second Buzzer**
- Two Second Buzzer**
- Three Second Buzzer**
- One Second Buzzer (Twice as Fast)**
- Two Second Buzzer (Twice as Fast)**
- Three Second Buzzer (Twice as fast)**

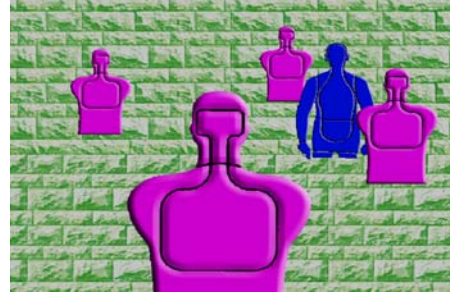
Each situation has a buzzer that goes off at the specified time. The situations will fade out when the target(s) is shot.

### Notes:

## TACTICAL SKILL BUILDING 007

**DESCRIPTION:** A silhouette moves around the screen in a three dimensional fashion. There are bystanders in this incident.

**PROLOGUE:** This scenario will show a short clip at the beginning of each situation to show what target(s) to hit.



### Interactivity:

There are three levels of difficulty. When a level is successfully completed, the trainee is advanced to the next more challenging level. If an incorrect target is hit the scenario is over and will fade out.

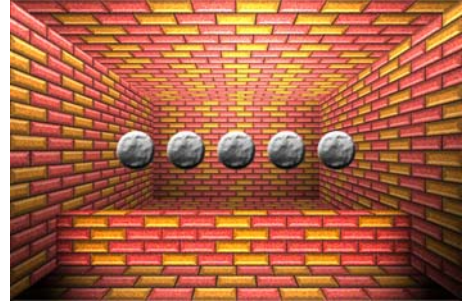
Beware: Shooting the suspect target while in front of or behind a bystander target will count as shooting an other and the scenario will come to an end.

### Notes:

## TACTICAL SKILL BUILDING 008

**DESCRIPTION:** The five metal plates can be shot left to right or right to left. Both large and small plates are available.

**PROLOGUE:** After the plates appear, each scenario goes into a scene loop that indicates the direction in which the trainee should shoot the plates. The loop is infinite until the instructor overrides it by pressing the space bar. A buzzer sounds when the loop is stopped indicating the trainee should start shooting.



### Interactivity:

Five plates appear from behind the short brick wall. After the plates appear, each scenario goes into a scene loop that indicates the direction that the trainee should shoot the plates, either left to right or right to left. When the instructor overrides the loop by pressing the space bar, a buzzer sounds. As soon as the buzzer sounds, the trainee should shoot the plates left to right or right to left depending on which the scene loop indicated.

As the plates are successfully hit in the correct direction, they drop behind the wall.

If the first plate is missed or shot in the incorrect direction, the plates don't drop. After the buzzer sounds, the trainee has five seconds to hit the first plate before the scene fades to black. After the first plate is dropped, the trainee has two and half seconds to hit the next plate before the scene goes to black.

### Notes:

Setting the Lethality in PRISim allows for multiple shots to drop a plate. Each plate is set up with a torso and head hit zone. The torso-hit zone covers the entire plate and a smaller head zone covers the center area of the plate.

For example, setting Lethality Shots (head 1, torso 2) will require the trainee to shoot twice to drop a plate if shooting at the outer area of the plate and a single shot to drop the plate if shooting in the center area. The more accurate the shot, the faster the trainee moves through the plates. Setting both head and torso to 2 shots will require a double shot to drop each plate.