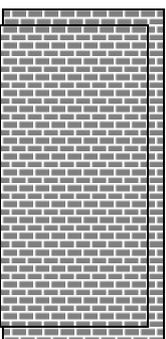
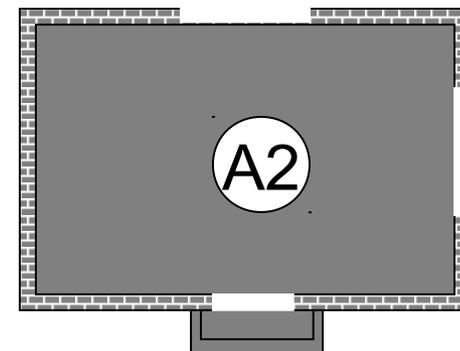
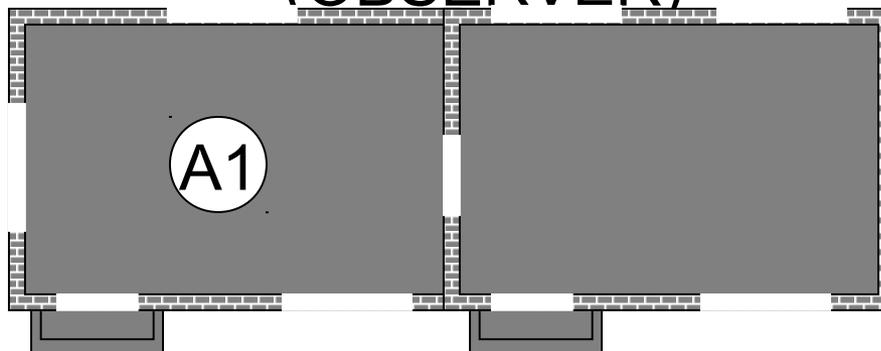
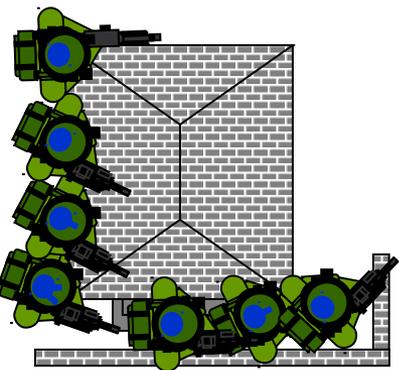
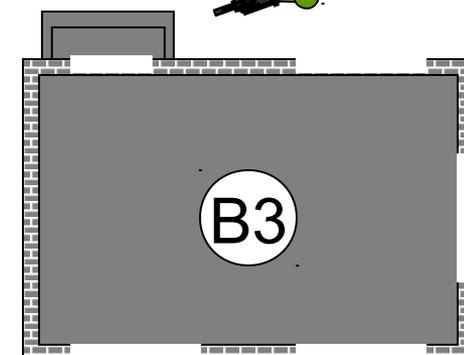
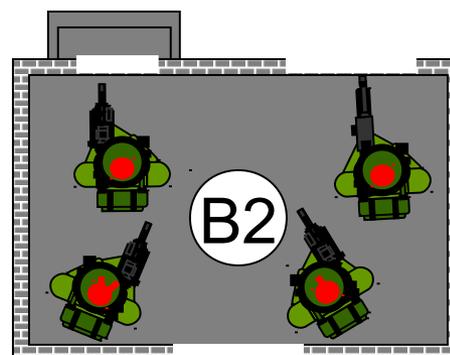
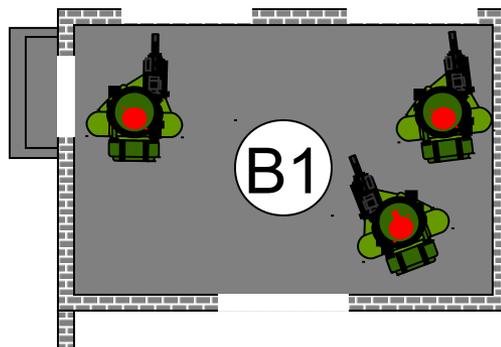
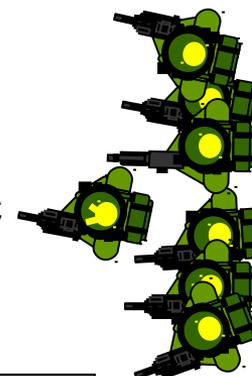


**LE GROUPE
RECONNAIT
UNE HABITATION**

ACQUERIR (OBSERVER)

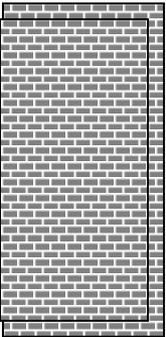
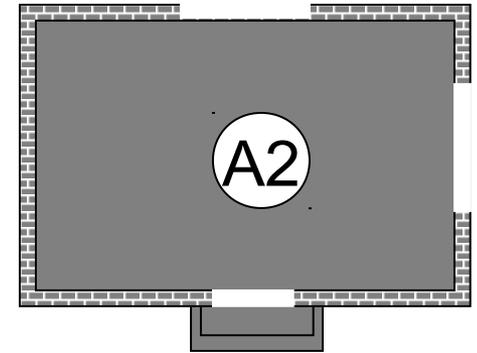
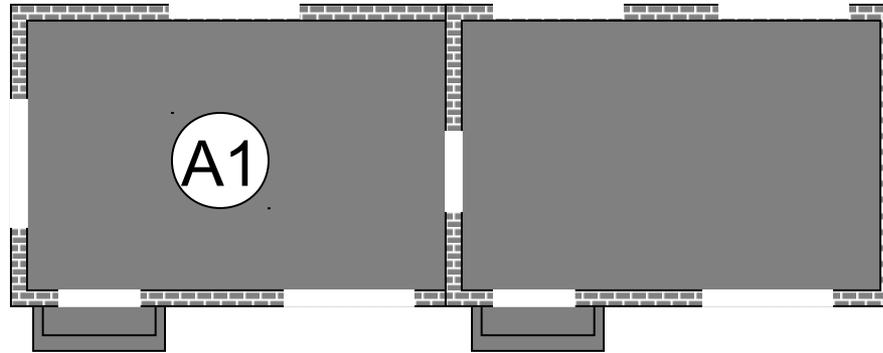
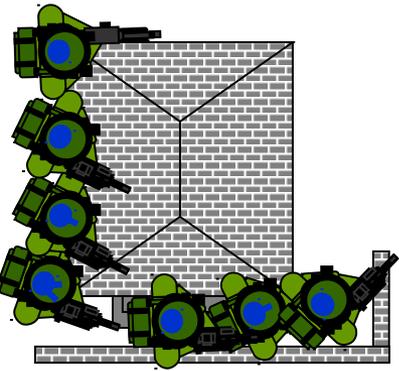


NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR

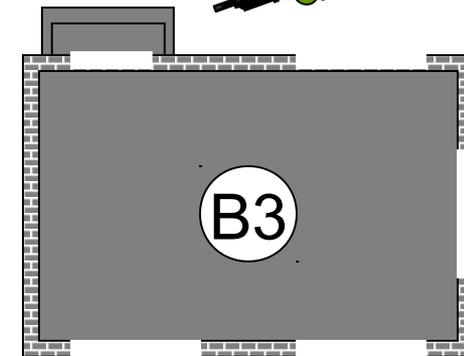
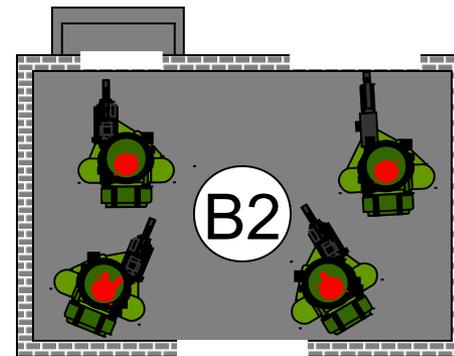
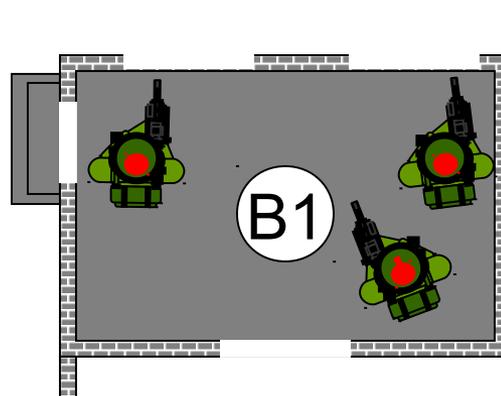
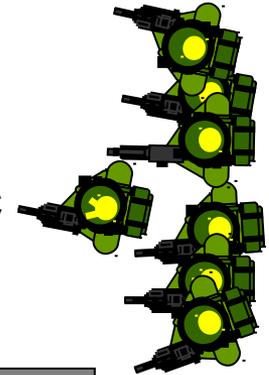


NB : DEPUIS UNE POSITION FAVORABLE, LE GROUPE OBSERVE L'OBJECTIF AFIN DE RENSEIGNER SUR CELUI-CI : ENI (NATURE, VOLUME, ATTITUDE)-OBJECTIF (CONFIGURATION, ACCES, SECURISATION...)

PREPARER

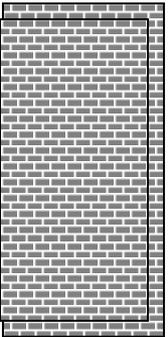
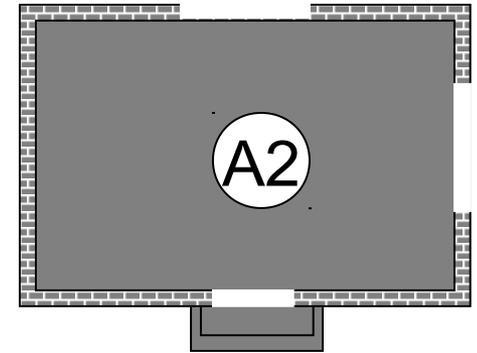
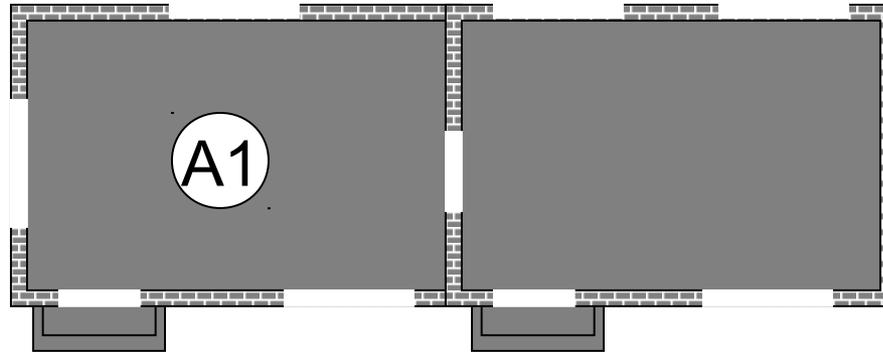
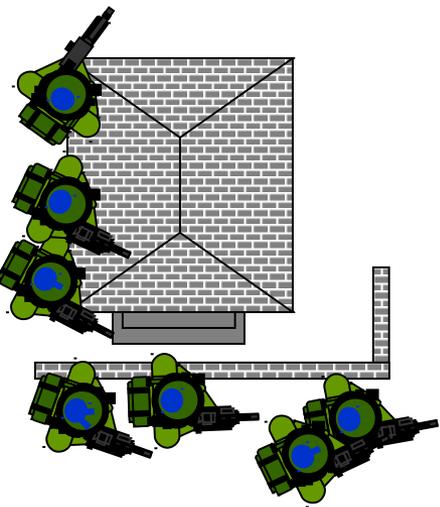


NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR

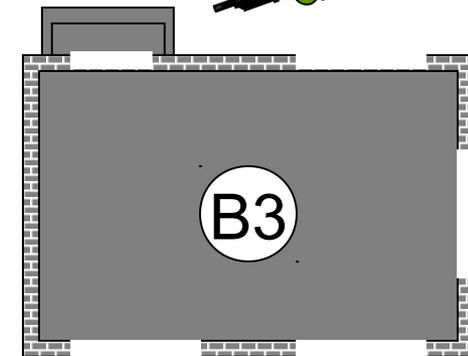
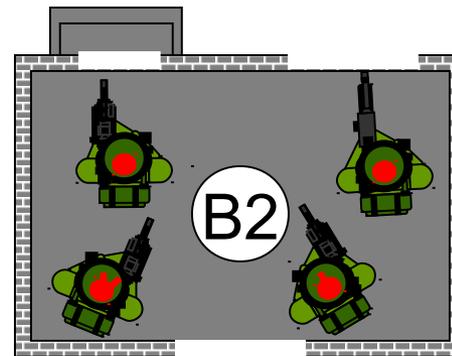
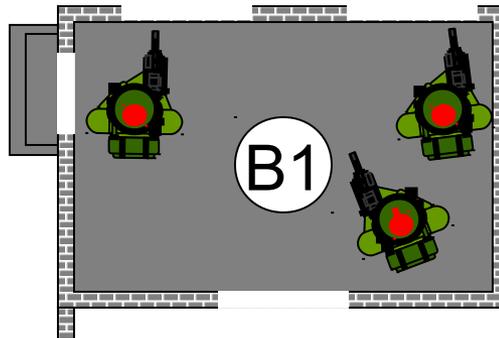
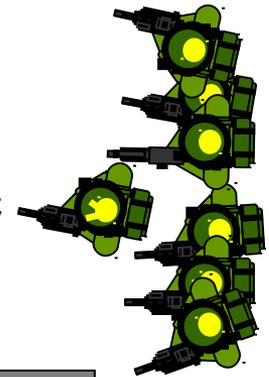


NB : UNE FOIS LES RENSEIGNEMENTS RECUEILLIS, LE CHEF DE GROUPE BLEU FAIT UNE MAQUETTE POUR DONNER SES ORDRES (DESSIN A LA CRAIE SUR LES MURS...).
CETTE PHASE EST ESSENTIELLE POUR LE BON DEROULEMENT DE LA MISSION.

ABORDER

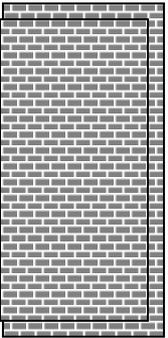
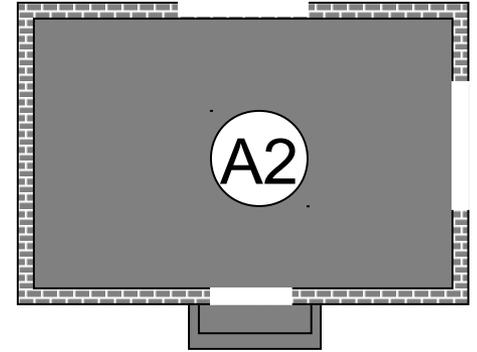
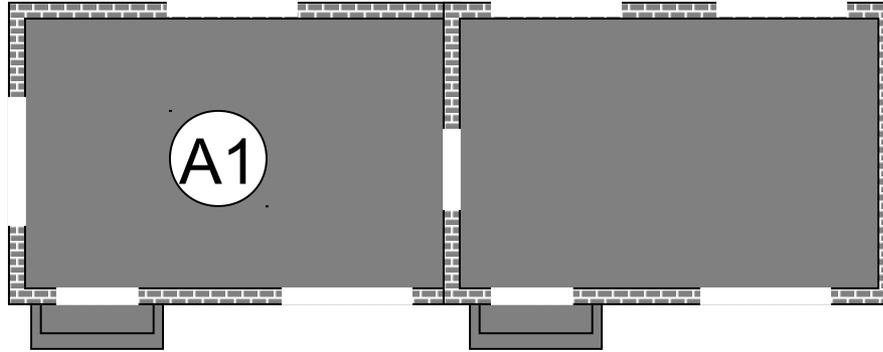
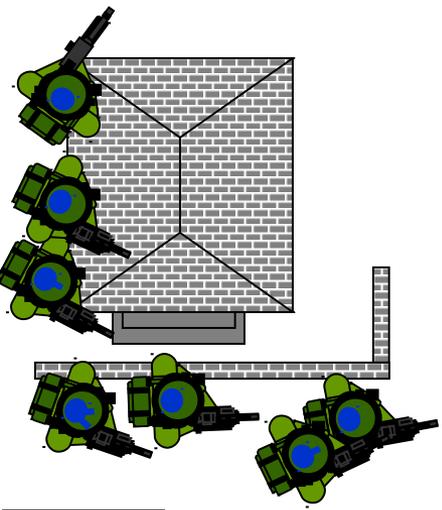


NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR

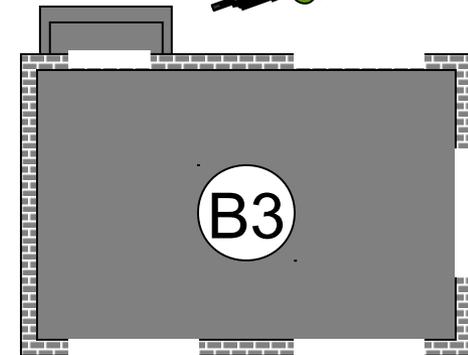
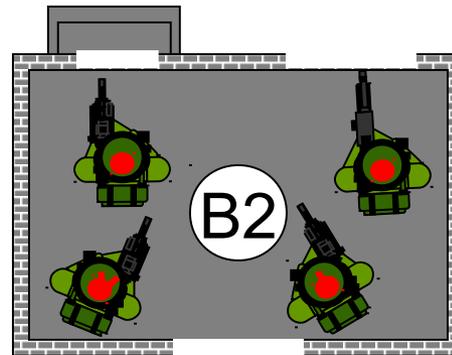
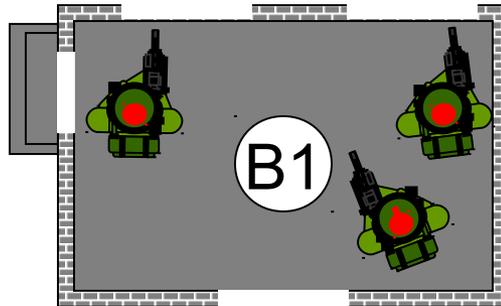
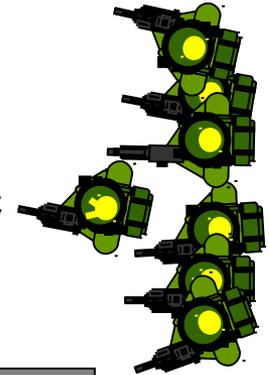


NB : LE CHEF DE GROUPE ROUGE DONNE SES ORDRES A L'ELEMENT APPUI (ZMSPCP) EN INSISTANT BIEN SUR LES CONSIGNES DE REPORT ET DE LEVEE DES TIRS, ET SUR LES MOYENS DE COORDINATION.

ABORDER

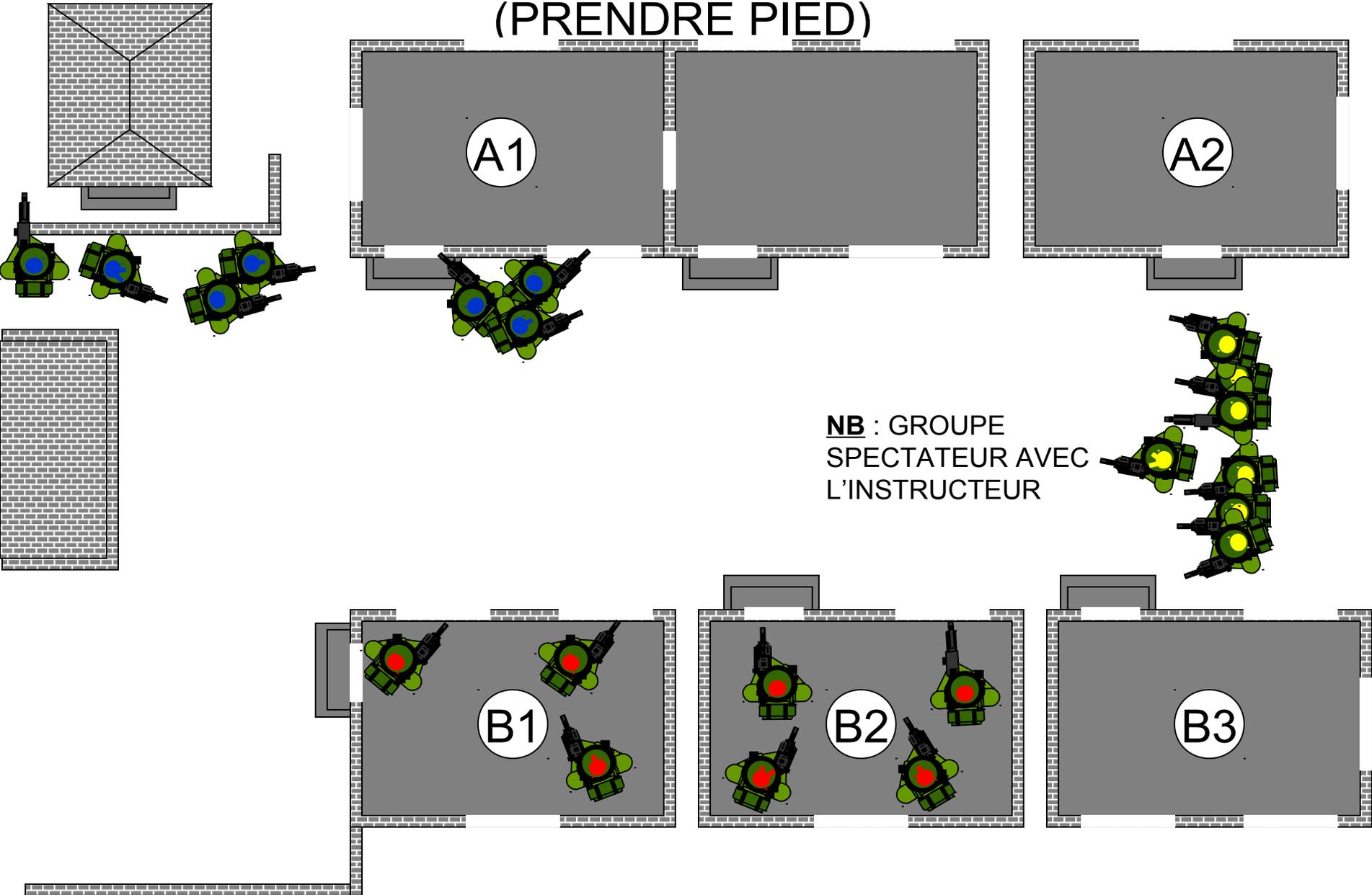


NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR



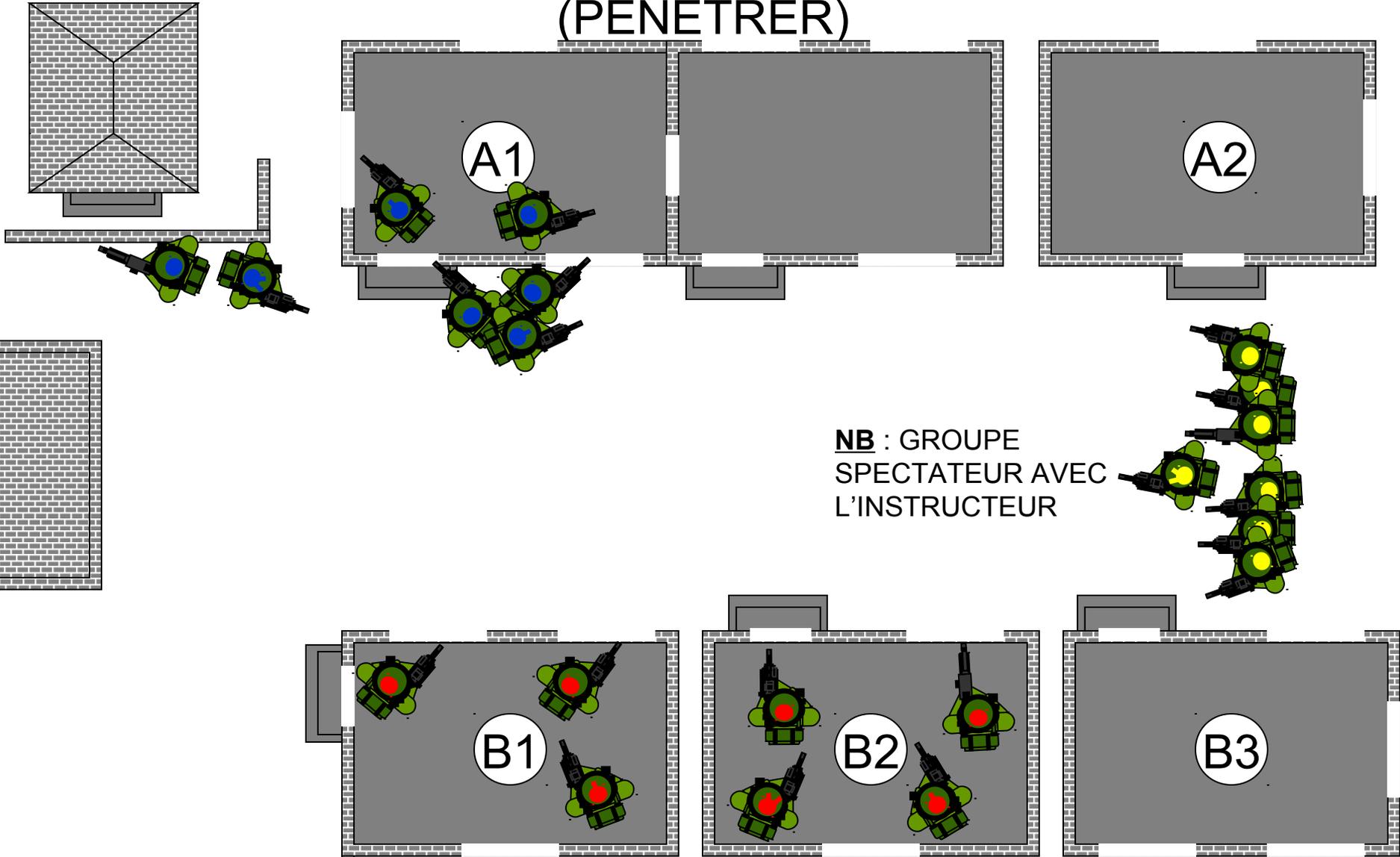
NB : LE CHEF DE GROUPE BLEU DONNE ENSUITE SES ORDRES (MOICP) A L'ELEMENT RECONNAISSANCE.

ABORDER (PRENDRE PIED)



NB : L'ABORDAGE DE L'OBJECTIF SE FAIT (SI POSSIBLE) PAR LA FACADE AVEC LE MOINS D'OUVERTURES. LE GROUPE EN APPUI REPORTE OU LEVE LES TIRS.

COMBATTRE (PENETRER)

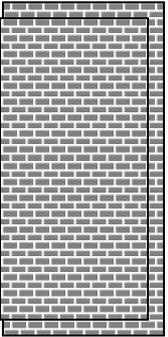
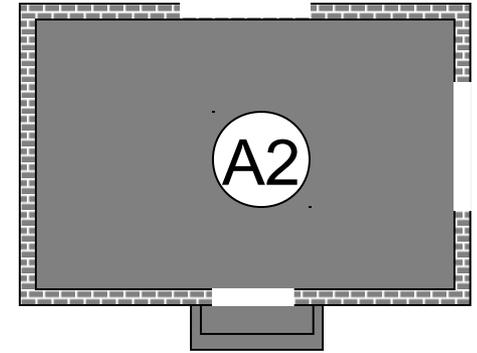
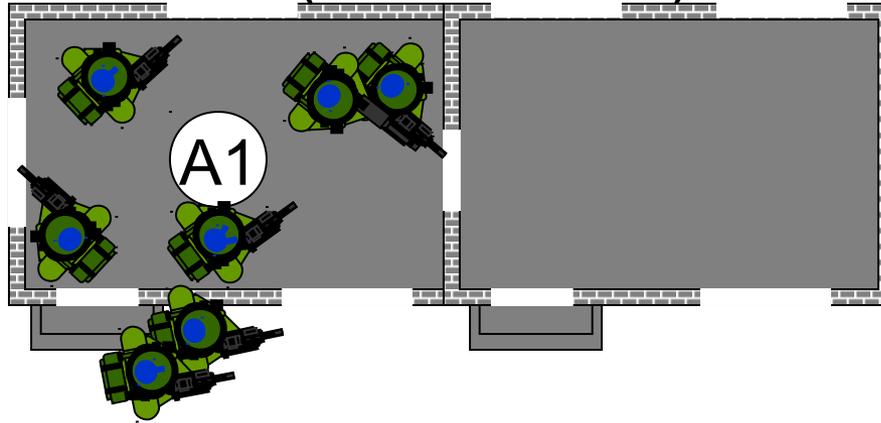
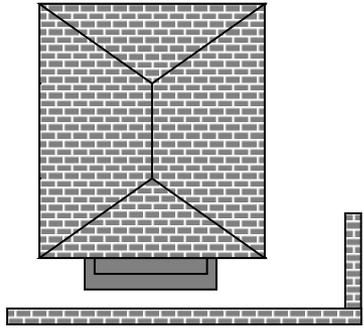


NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR

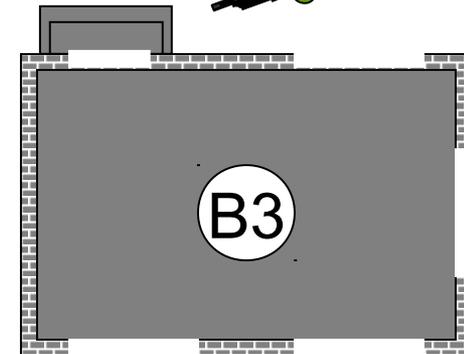
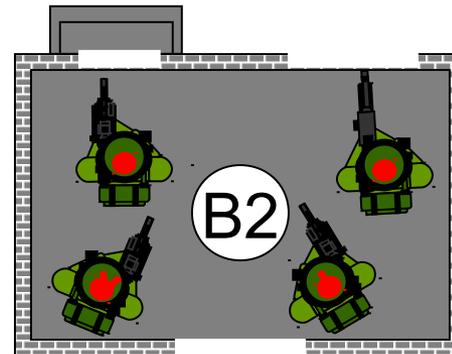
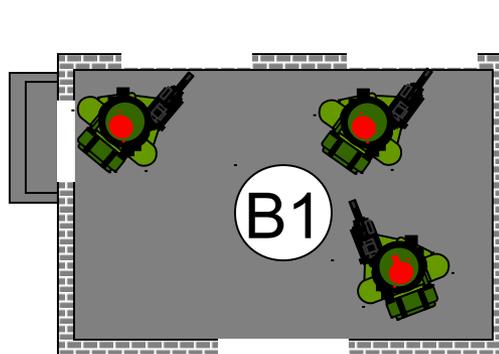
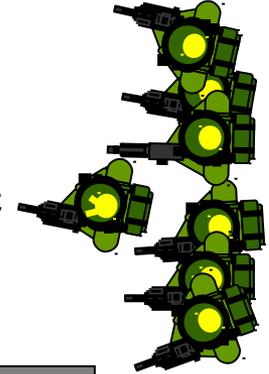
NR : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

AVANT DE PENETRER, LE CHEF DE GROUPE COMMANDE **LE REPORT** OU LA **LEVÉE DES TIRS** (ETAGES).

COMBATTRE (PENETRER)



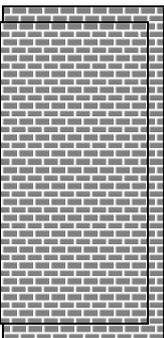
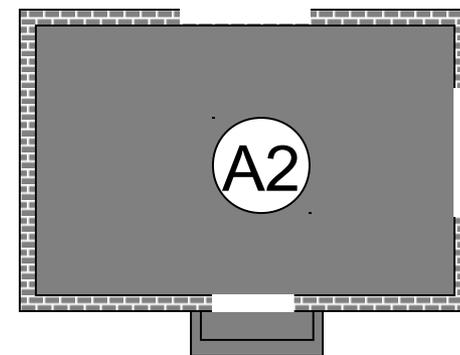
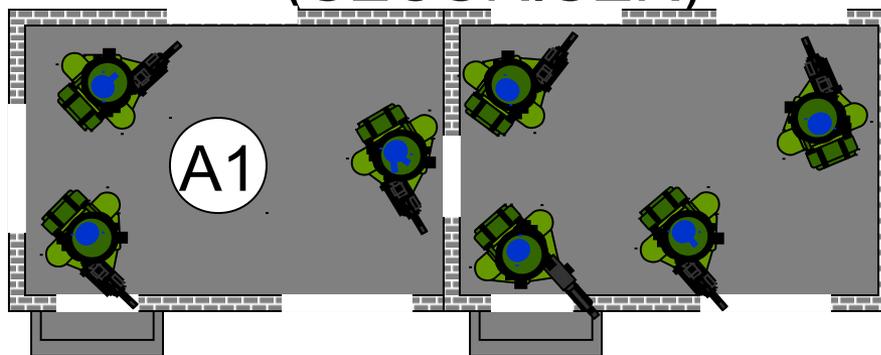
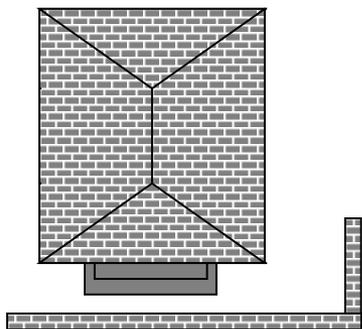
NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR



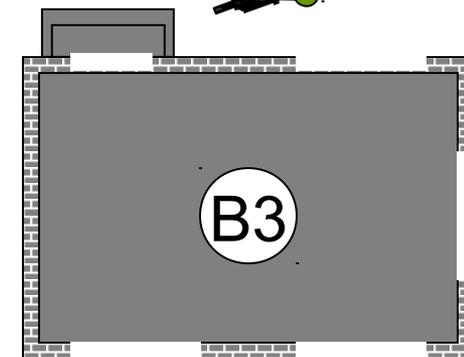
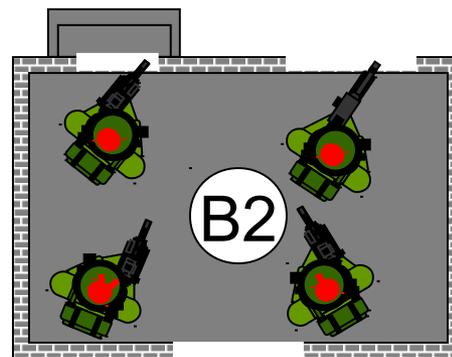
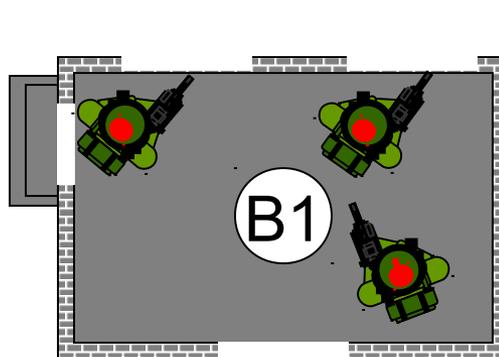
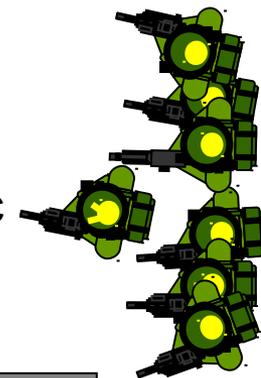
NR : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

AVANT DE PENETRER, LE CHEF DE GROUPE COMMANDE LE REPORT OU LA LEVEE DES TIRS (ETAGES).

COMBATTRE (SECURISER)



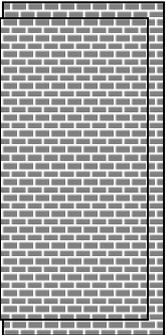
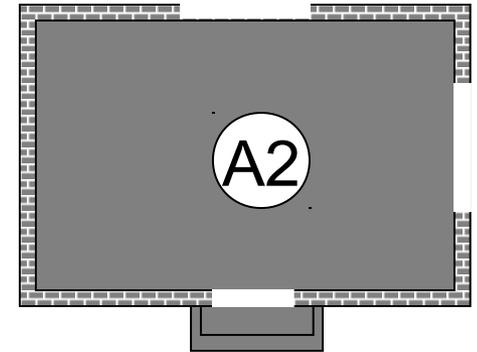
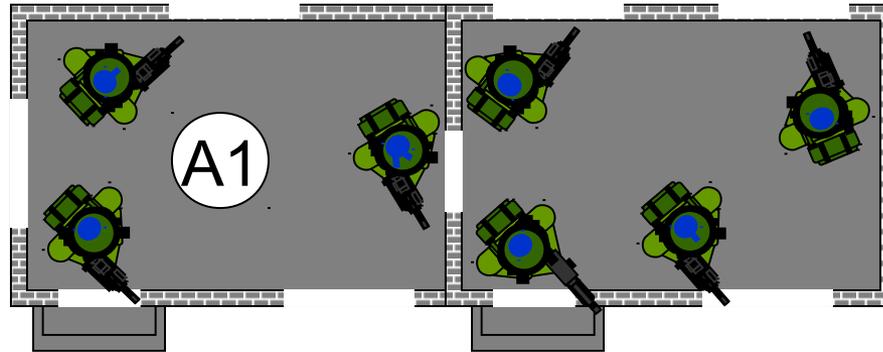
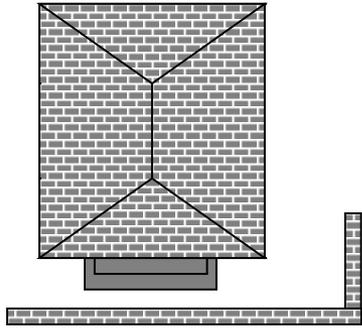
NB : GROUPE
SPECTATEUR AVEC
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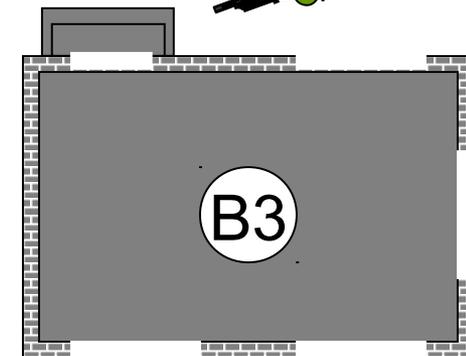
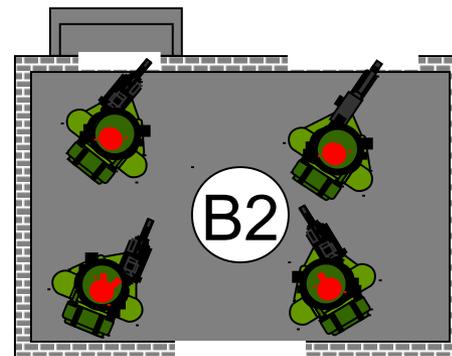
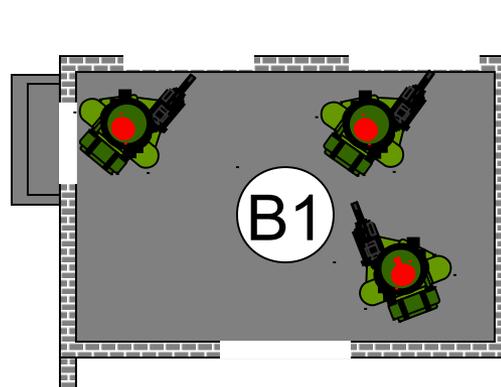
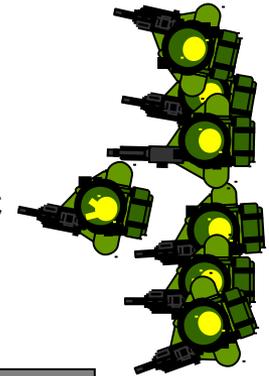
NR : LE BINOME DE TETE ANALYSE, TESTE LA PORTE.

AVANT DE PENETRER, LE CHEF DE GROUPE COMMANDE LE REPORT OU LA LEVEE DES TIRS (ETAGES).

REORGANISER

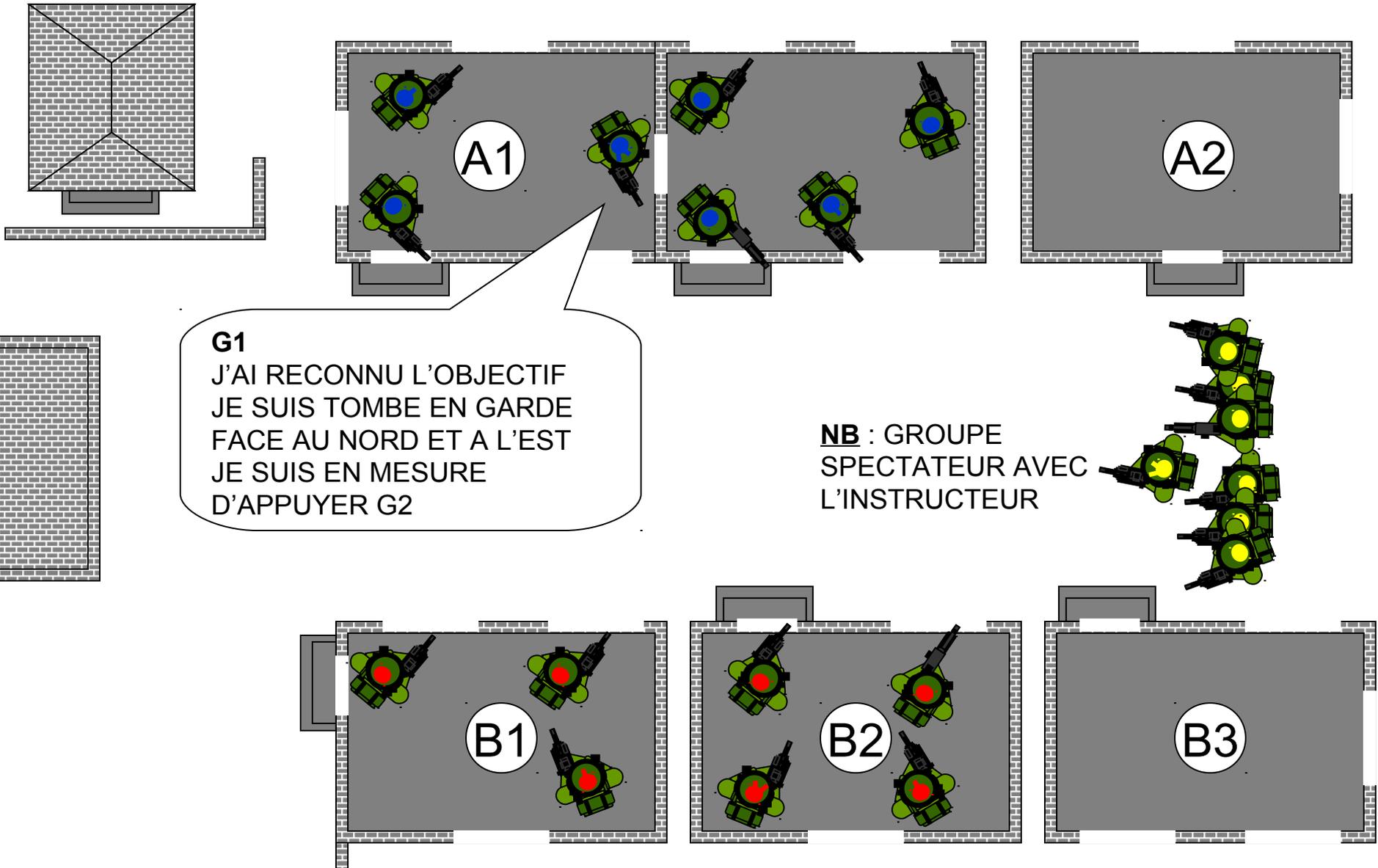


NB : GROUPE
SPECTATEUR AVEC
L'INSTRUCTEUR



NB : LE CHEF DE GROUPE REORGANISE SON DISPOSITIF (PMSPCP), AFIN DE PERMETTRE A LA SECTION DE POURSUIVRE SA MISSION.

RENDRE COMPTE



NB : LE CHEF DE GROUPE BLEU REND COMPTE DE LA RECONNAISSANCE ET DONNE SES POSSIBILITES D'APPUI.