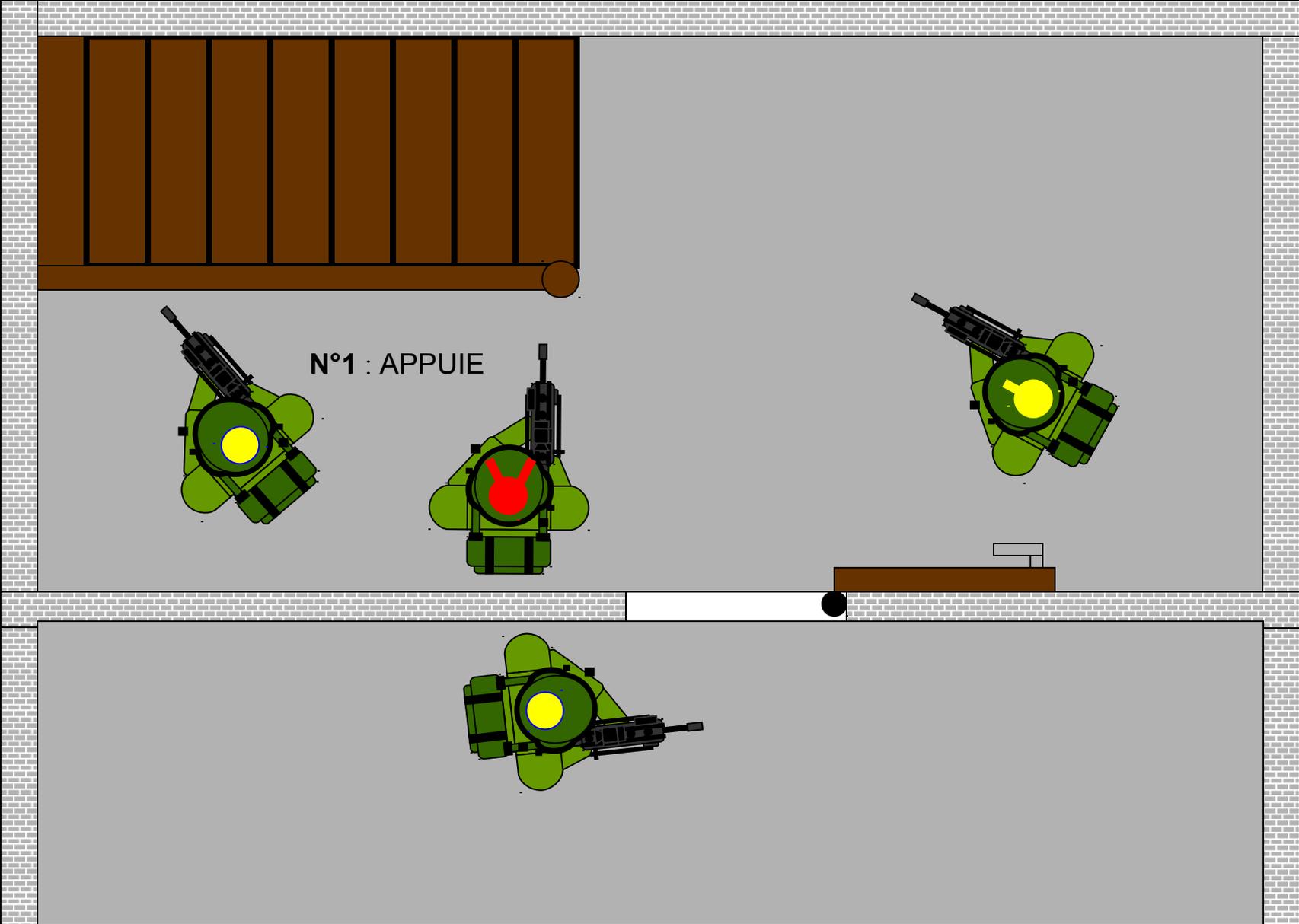


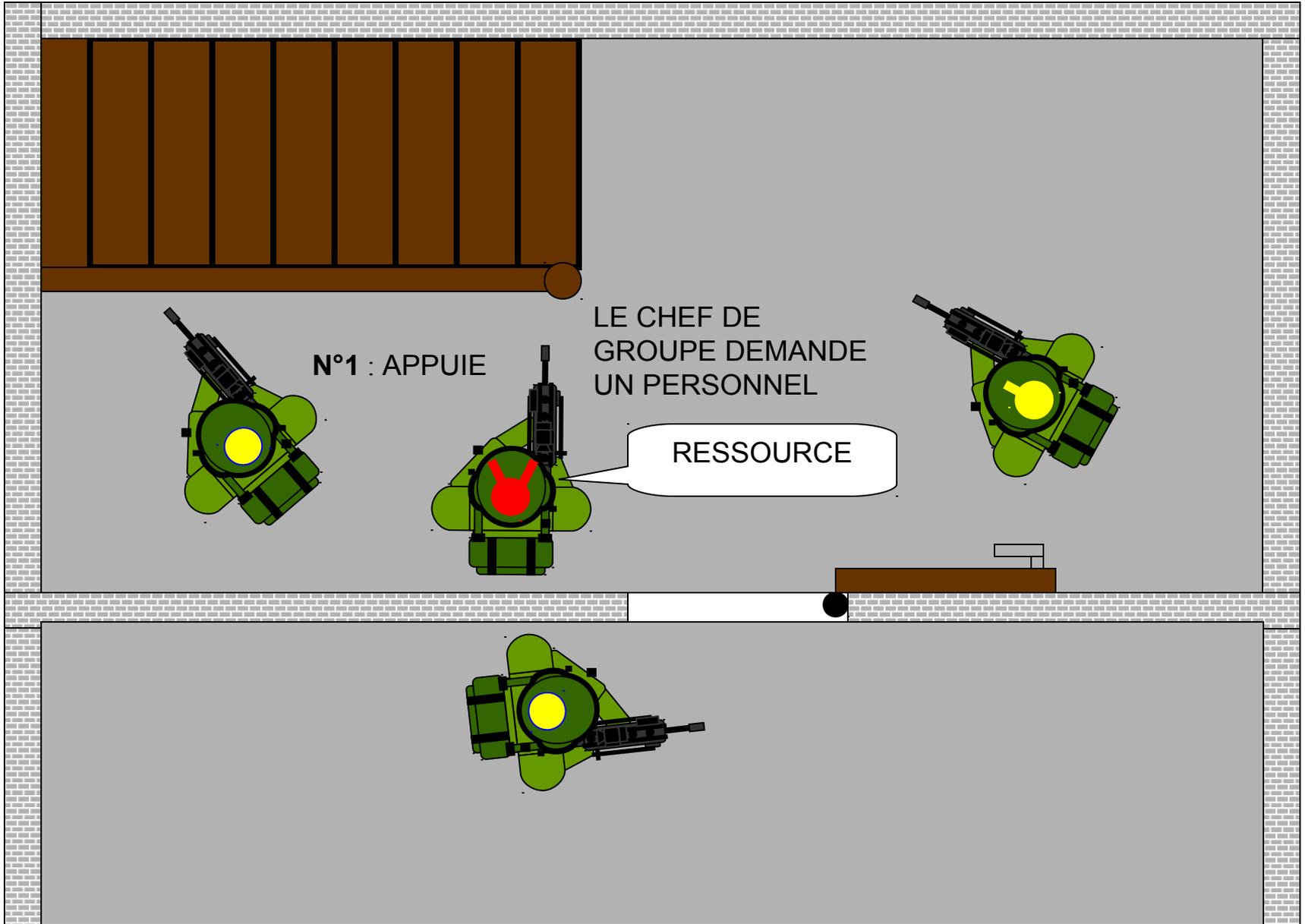
MONITER UN ESCALIER

**À
TRINÔME**

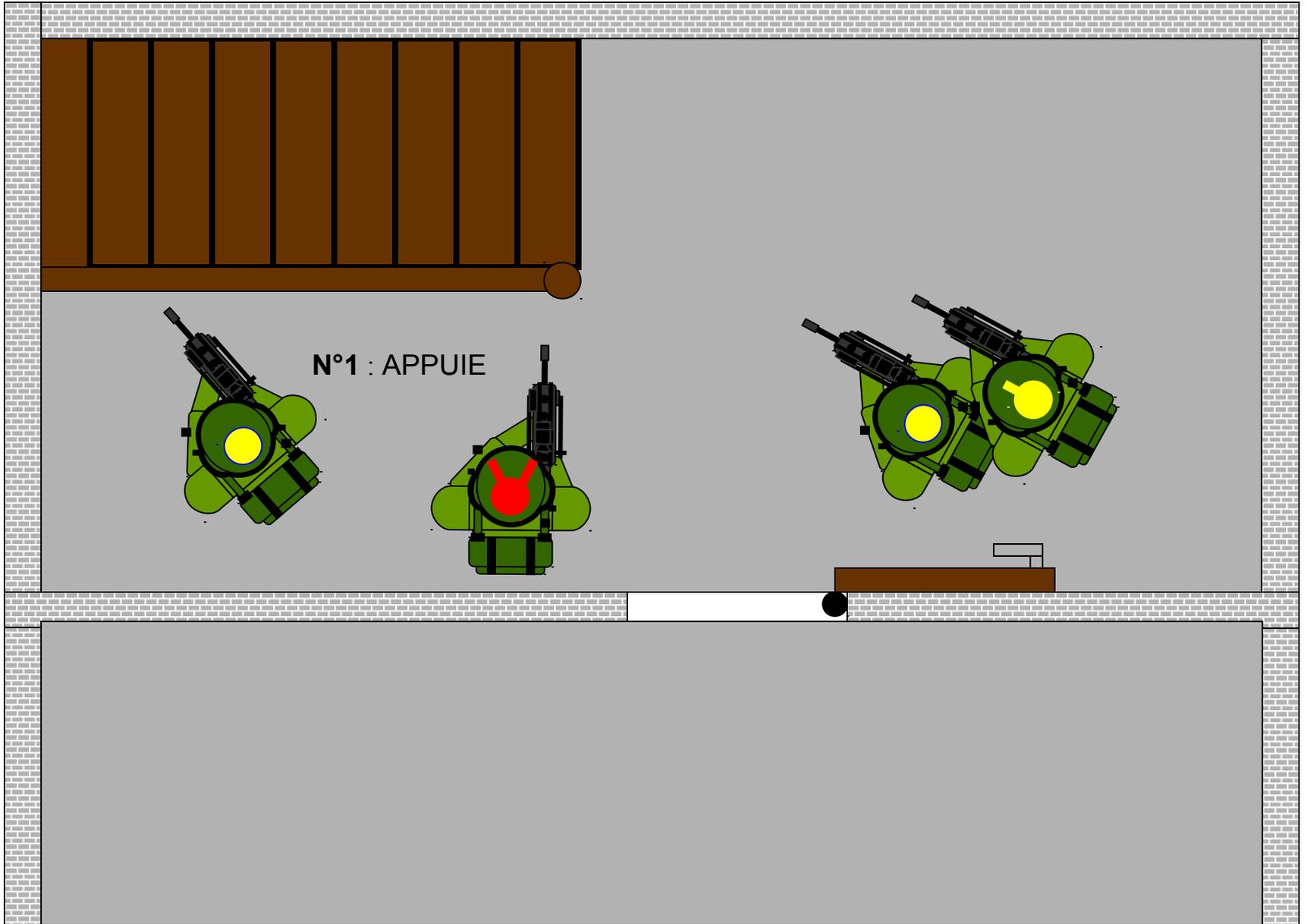
ABORDER L'ESCALIER



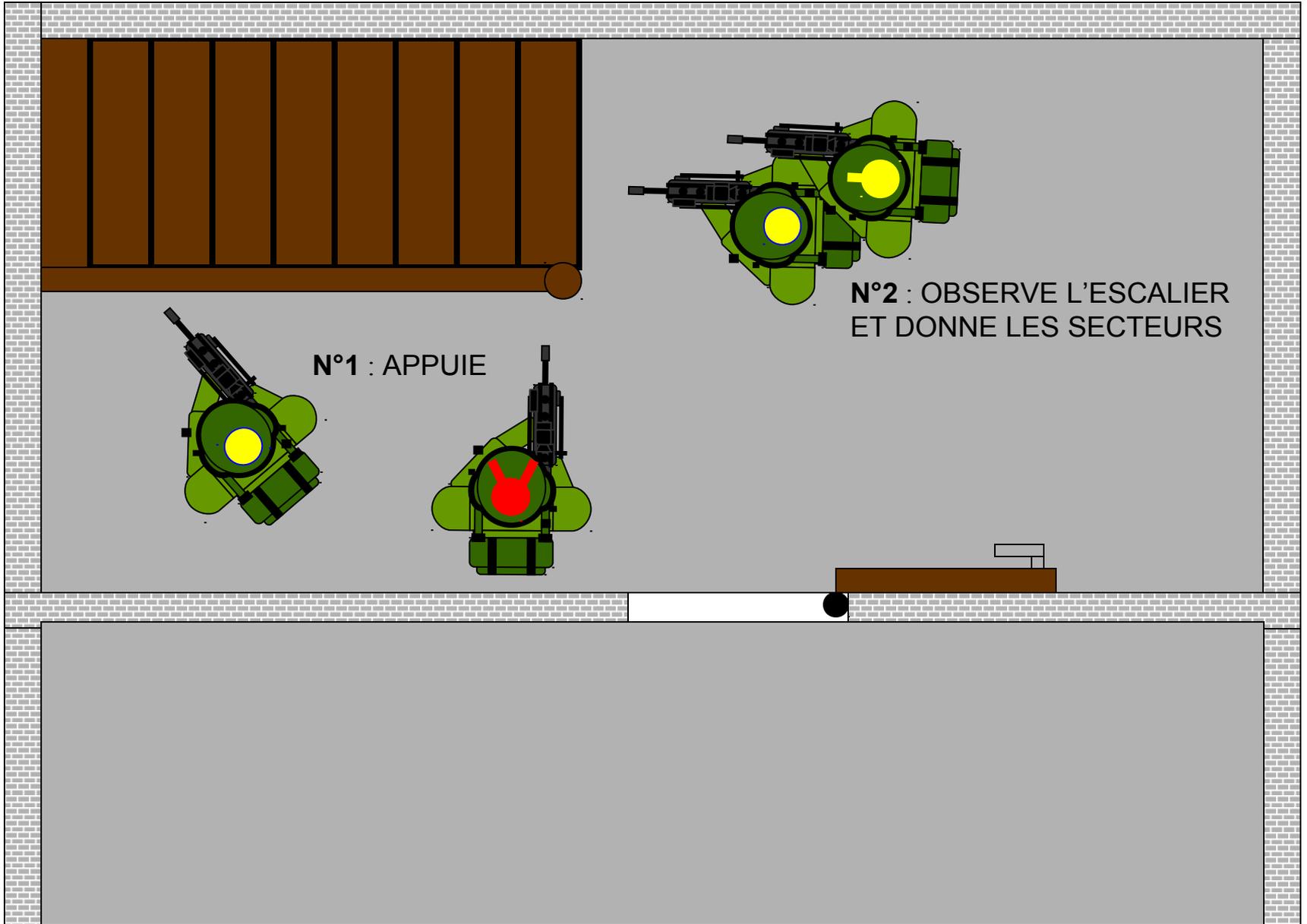
PREPARER



PREPARER



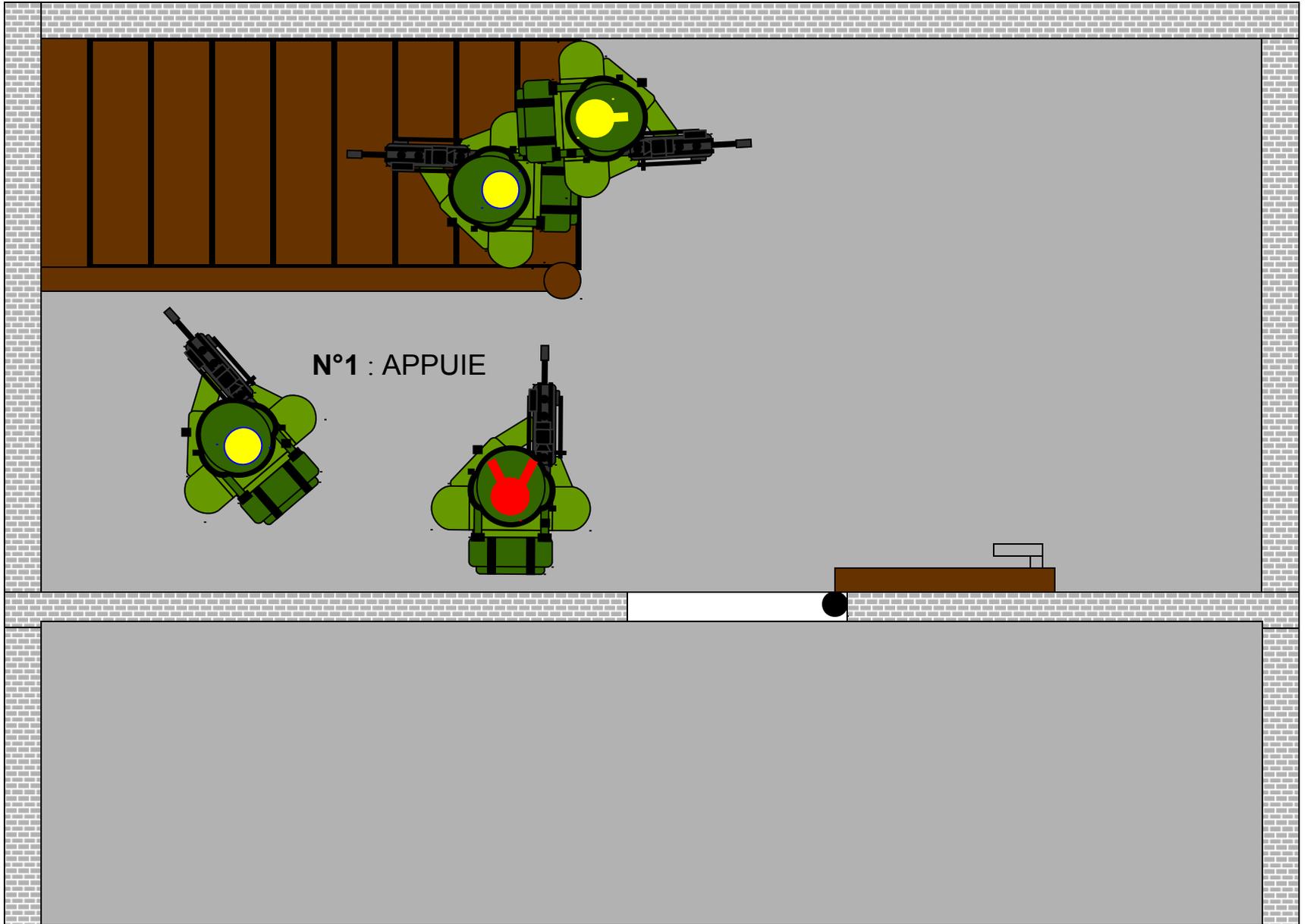
PREPARER



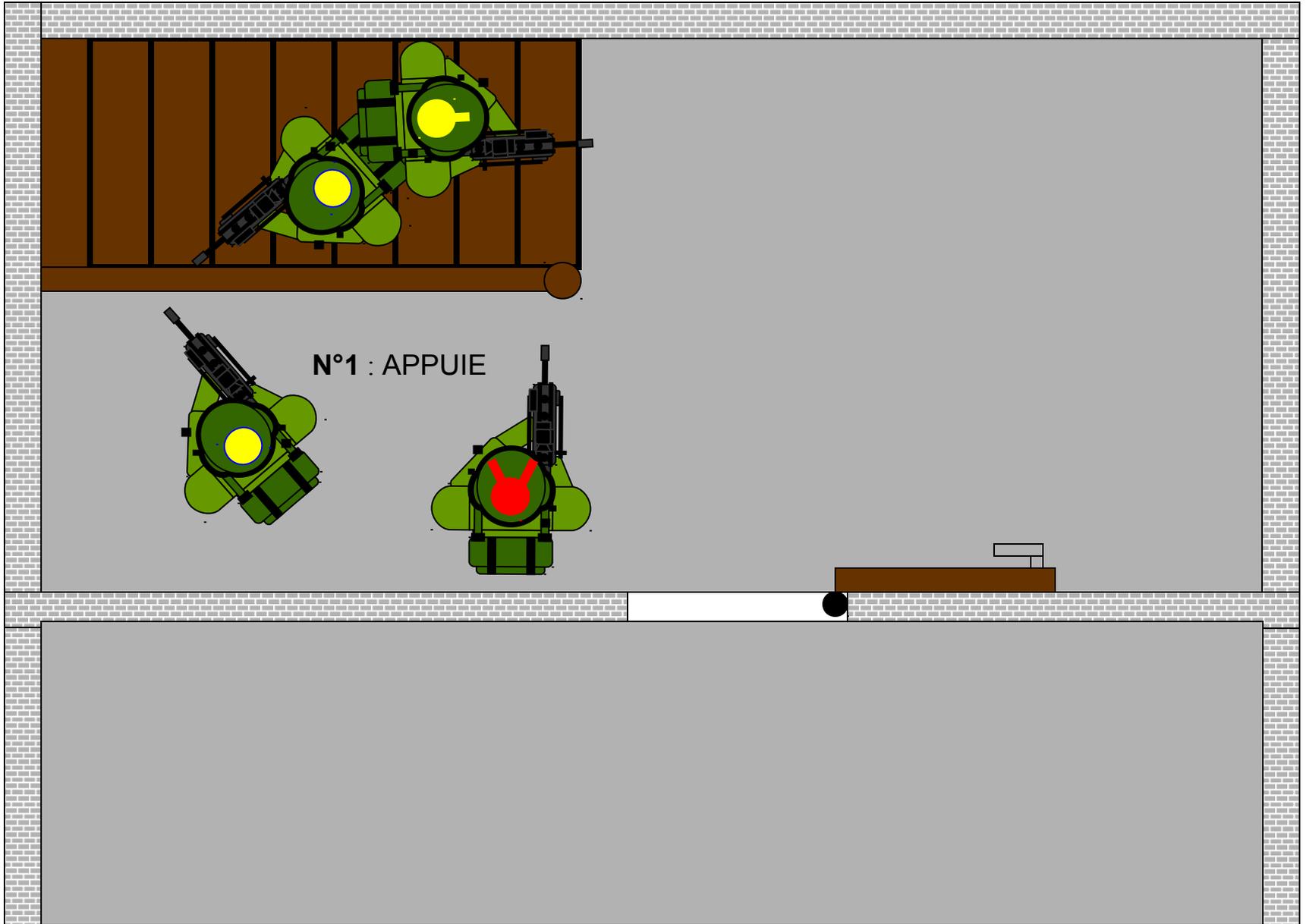
N°1 : APPUIE

N°2 : OBSERVE L'ESCALIER
ET DONNE LES SECTEURS

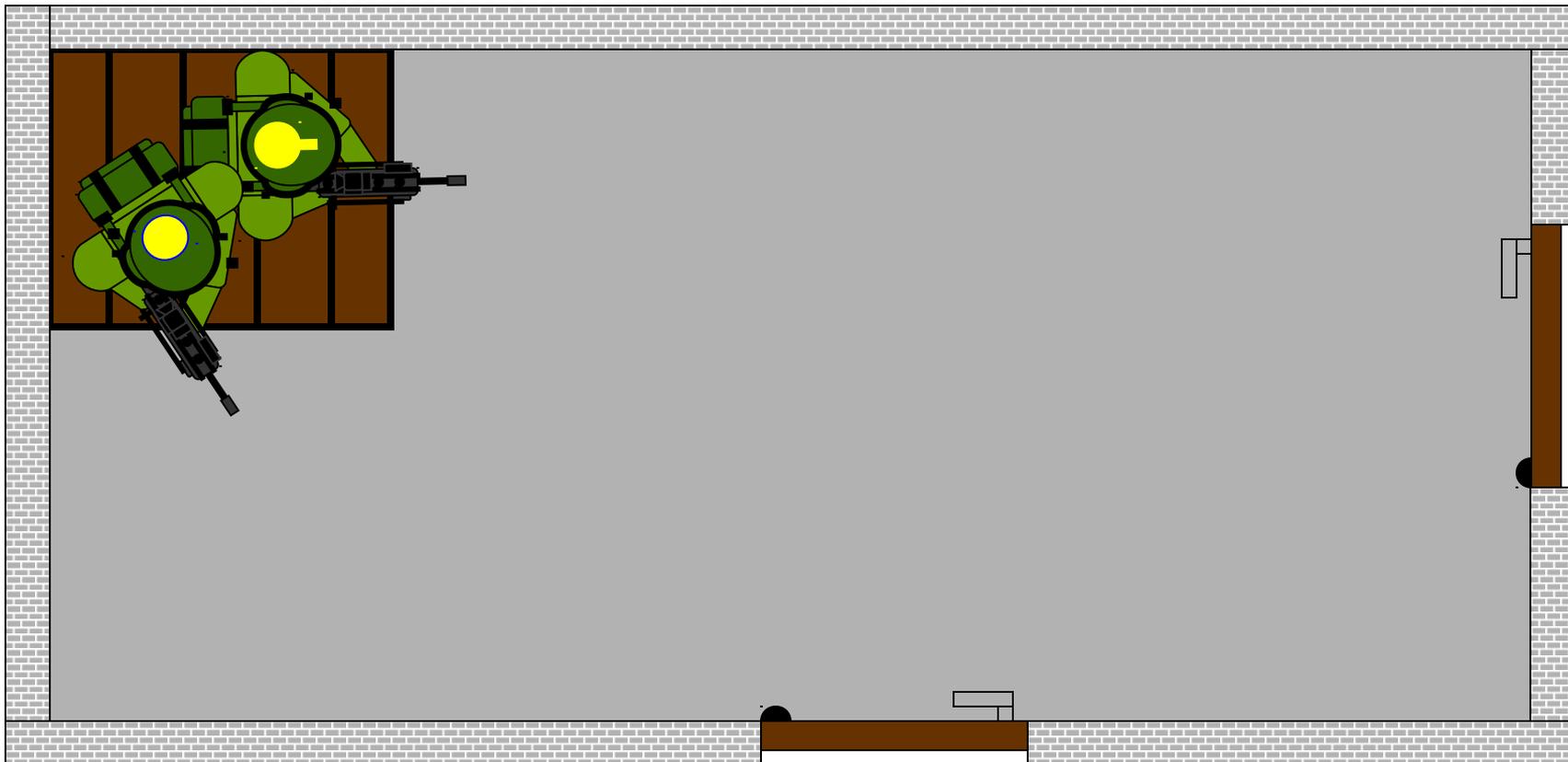
MONTER



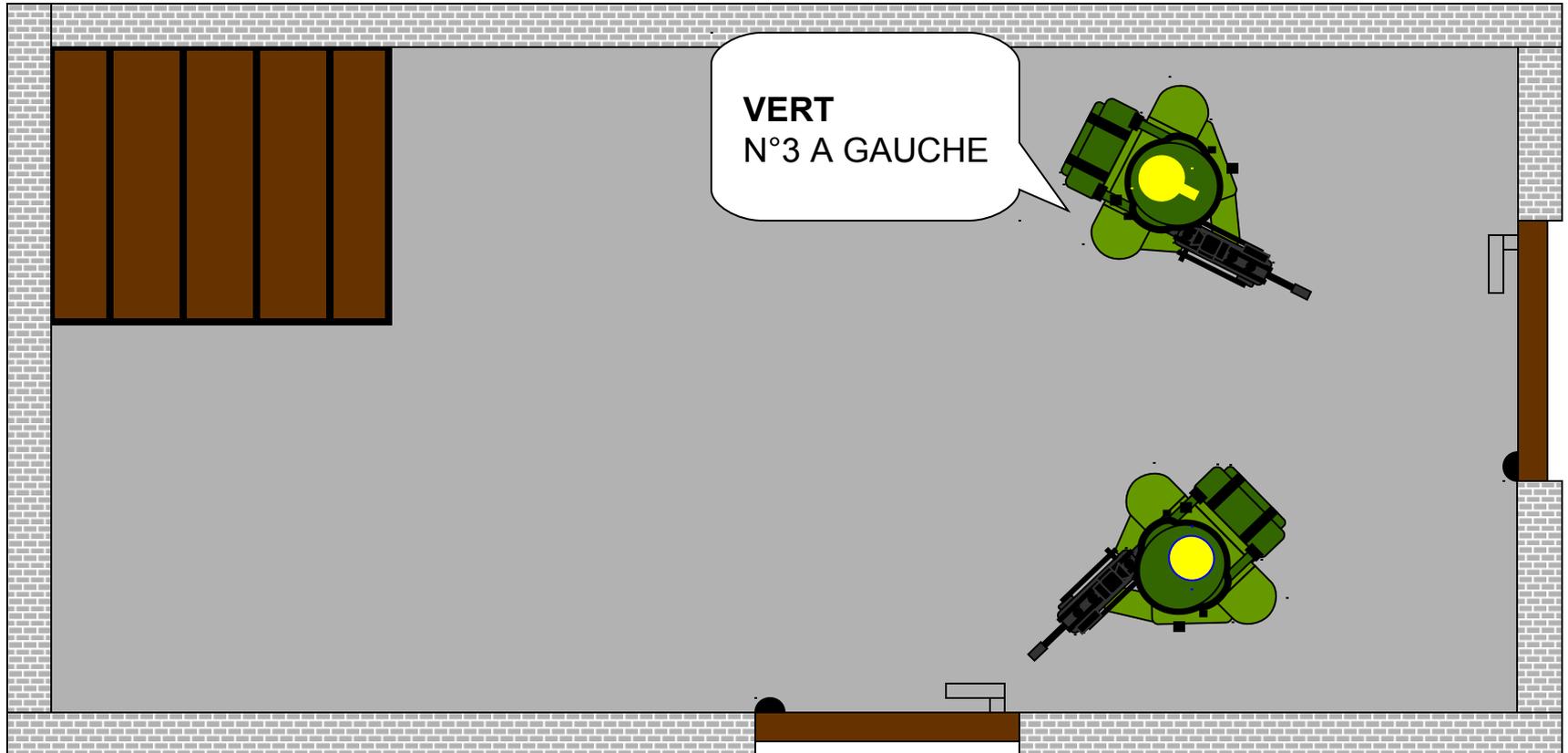
MONTER



RECONNAITRE

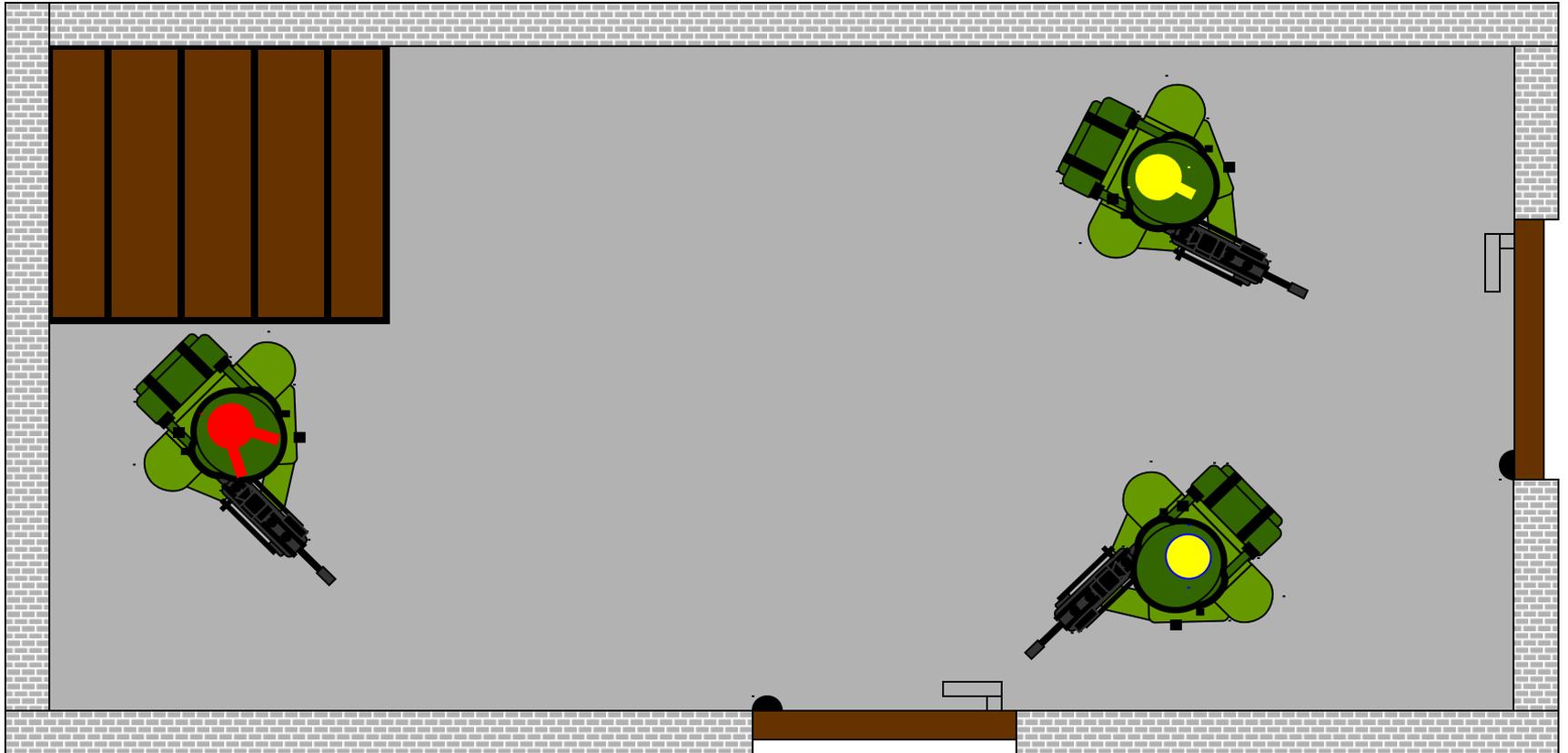


RENDRE COMPTE



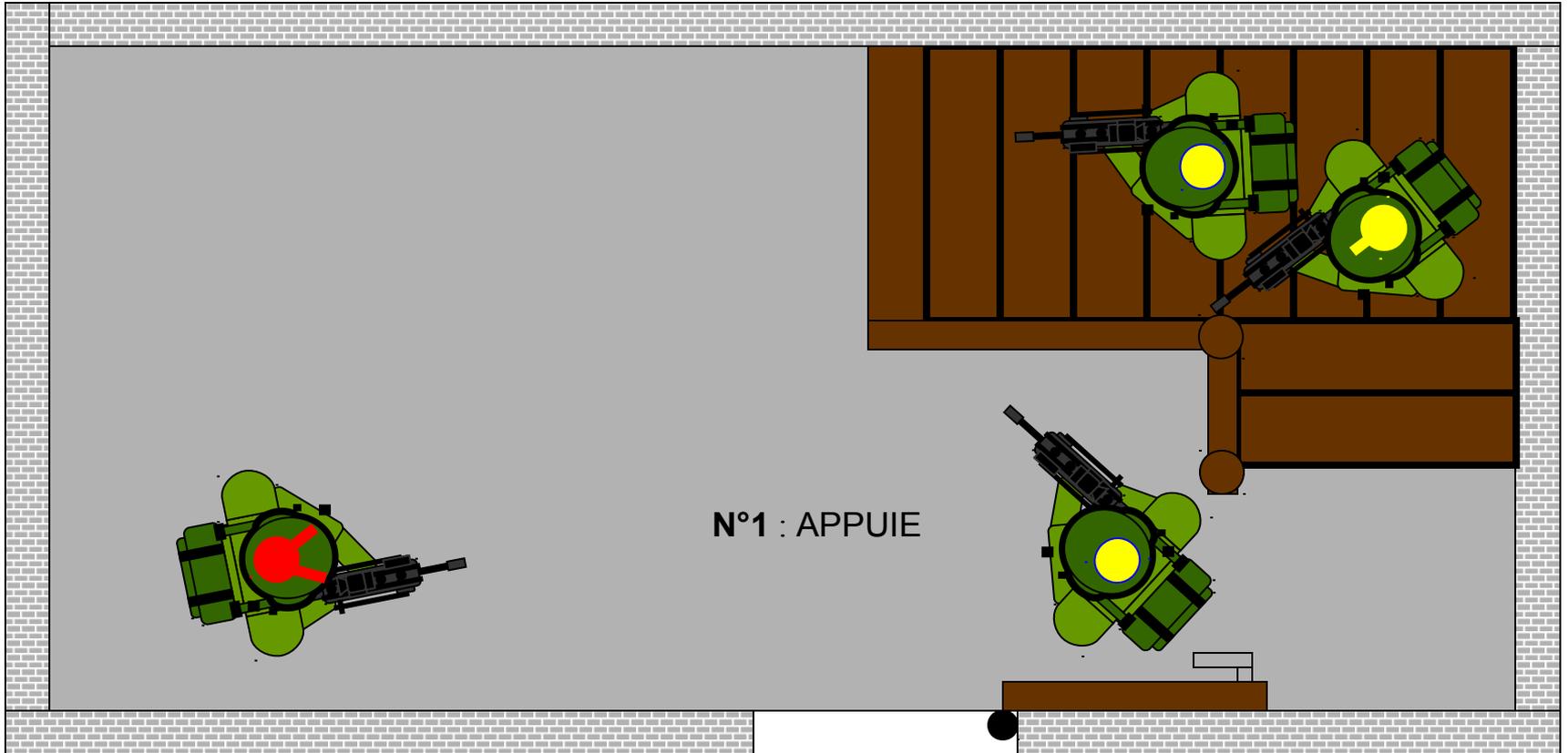
NB : EN FONCTION DU TYPE D'ESCALIER (MEZZANINE, A PALIER, DROIT, COURBE...) DE SA DISPOSITION DANS LA PIECE, LES POSITIONS DU TRINÔME SERONT DIFFERENTES

RENDRE COMPTE

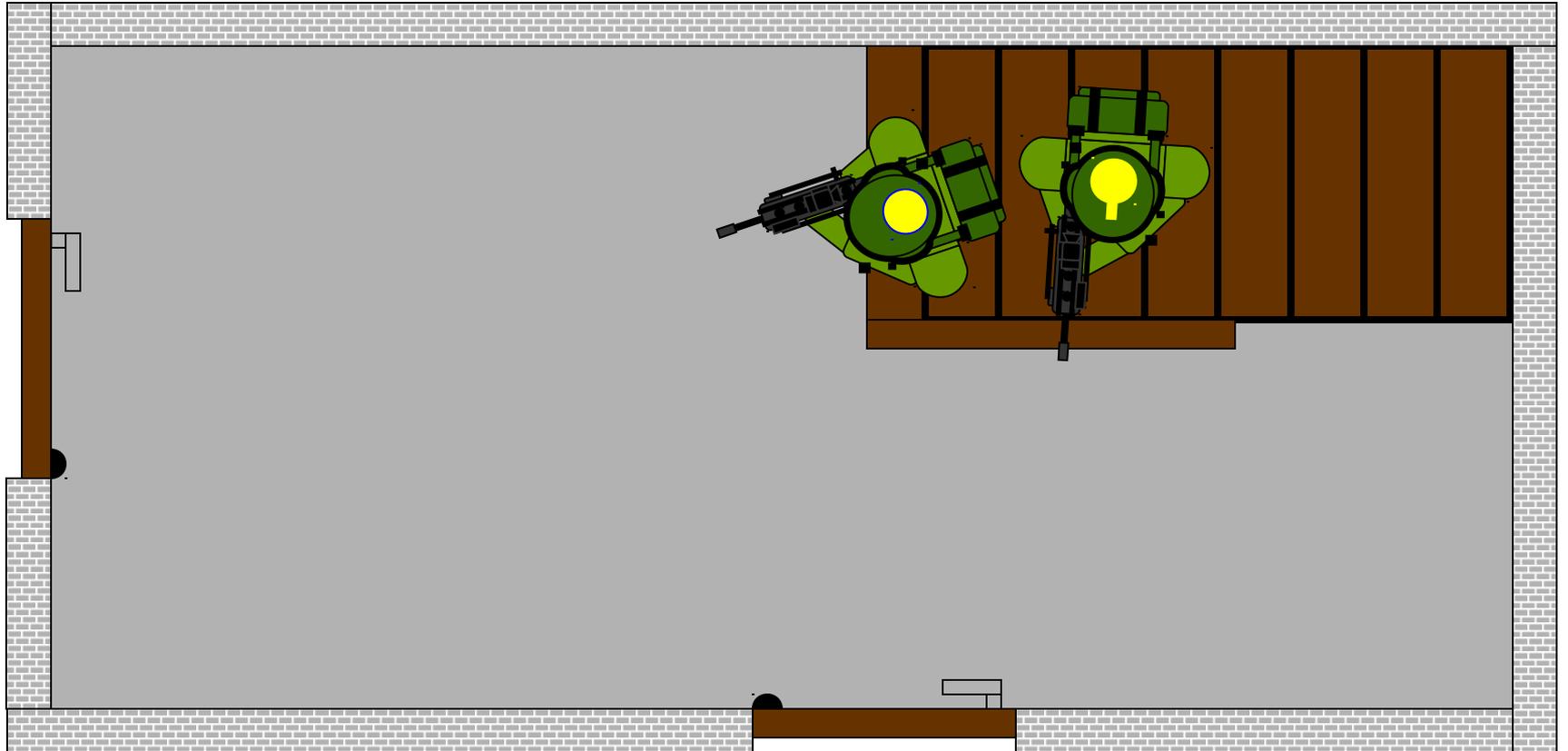


NB : EN FONCTION DU TYPE D'ESCALIER (MEZZANINE, A PALIER, DROIT, COURBE...) DE SA DISPOSITION DANS LA PIECE, LES POSITIONS DU TRINÔME SERONT DIFFERENTES

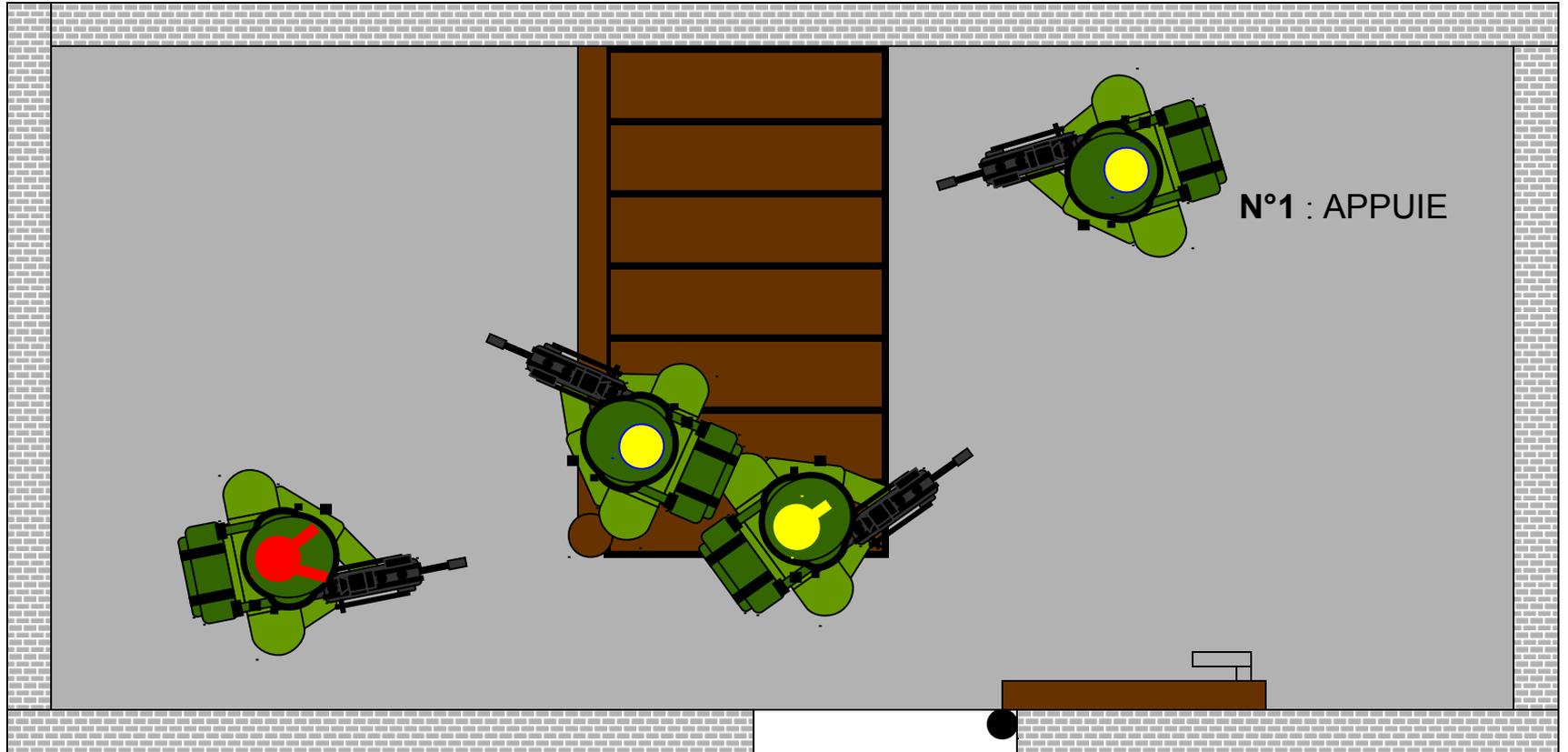
MONTER



RECONNAITRE

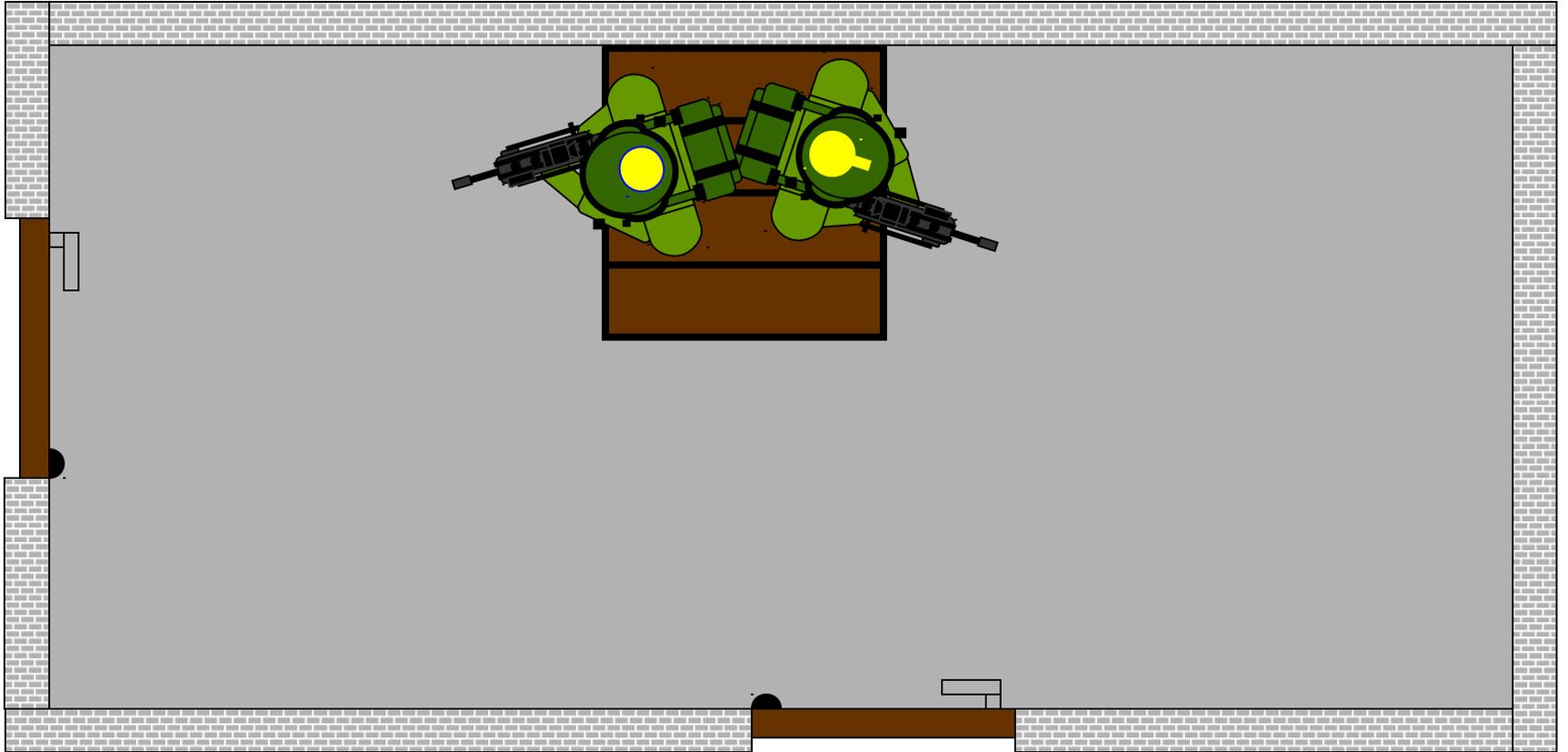


MONTER



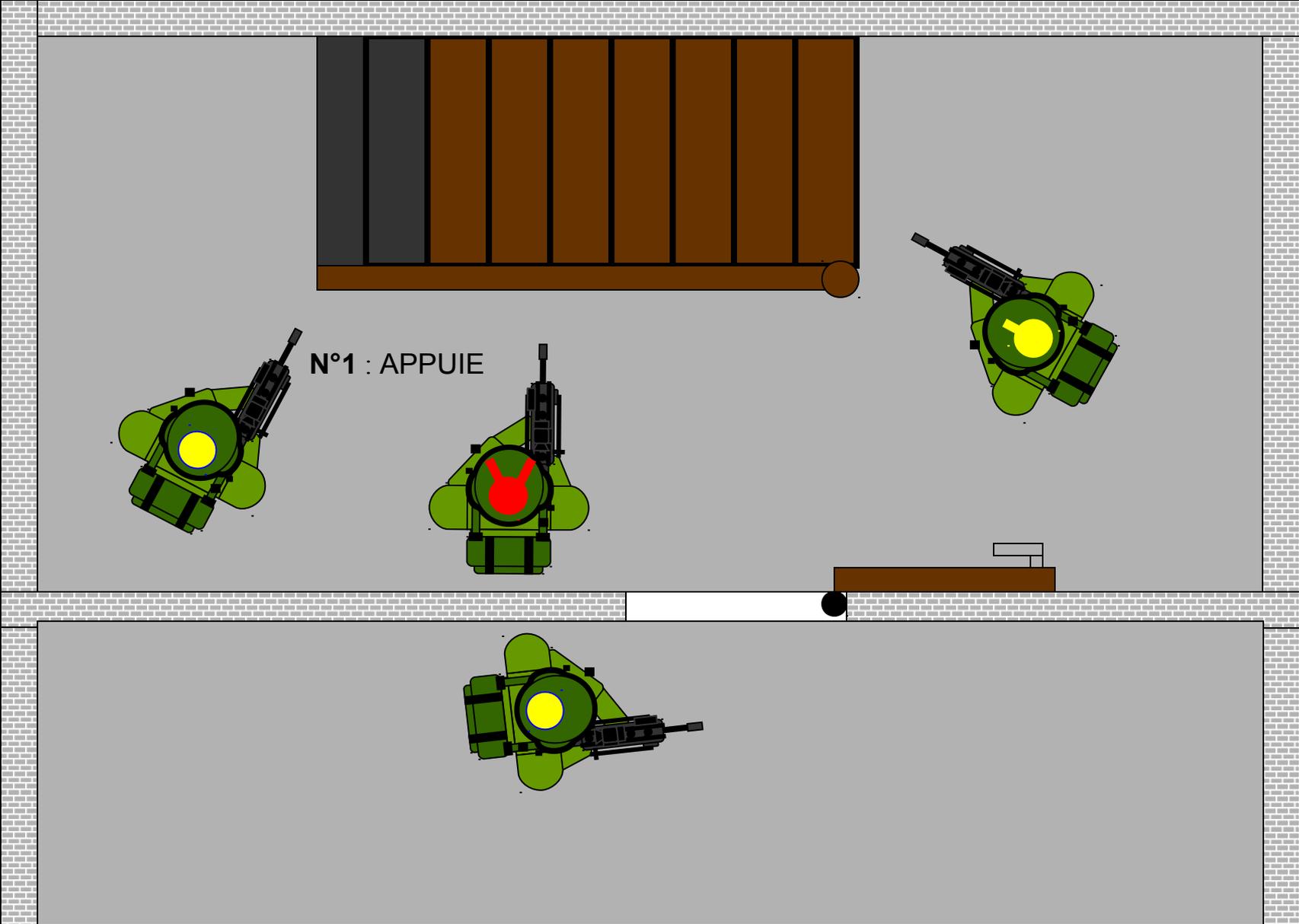
N°1 : APPUI

RECONNAITRE

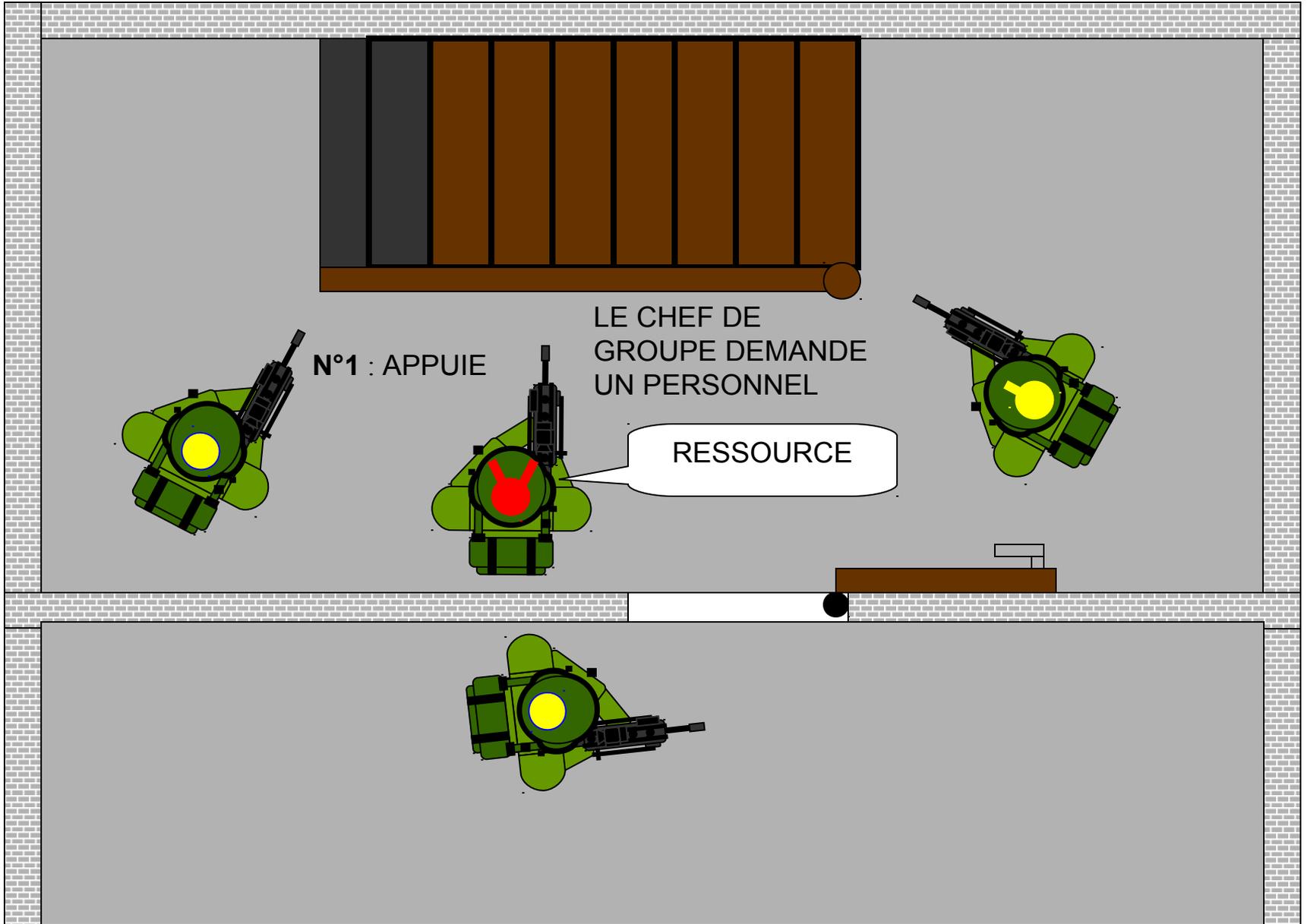


DESCENDRE UN ESCALIER

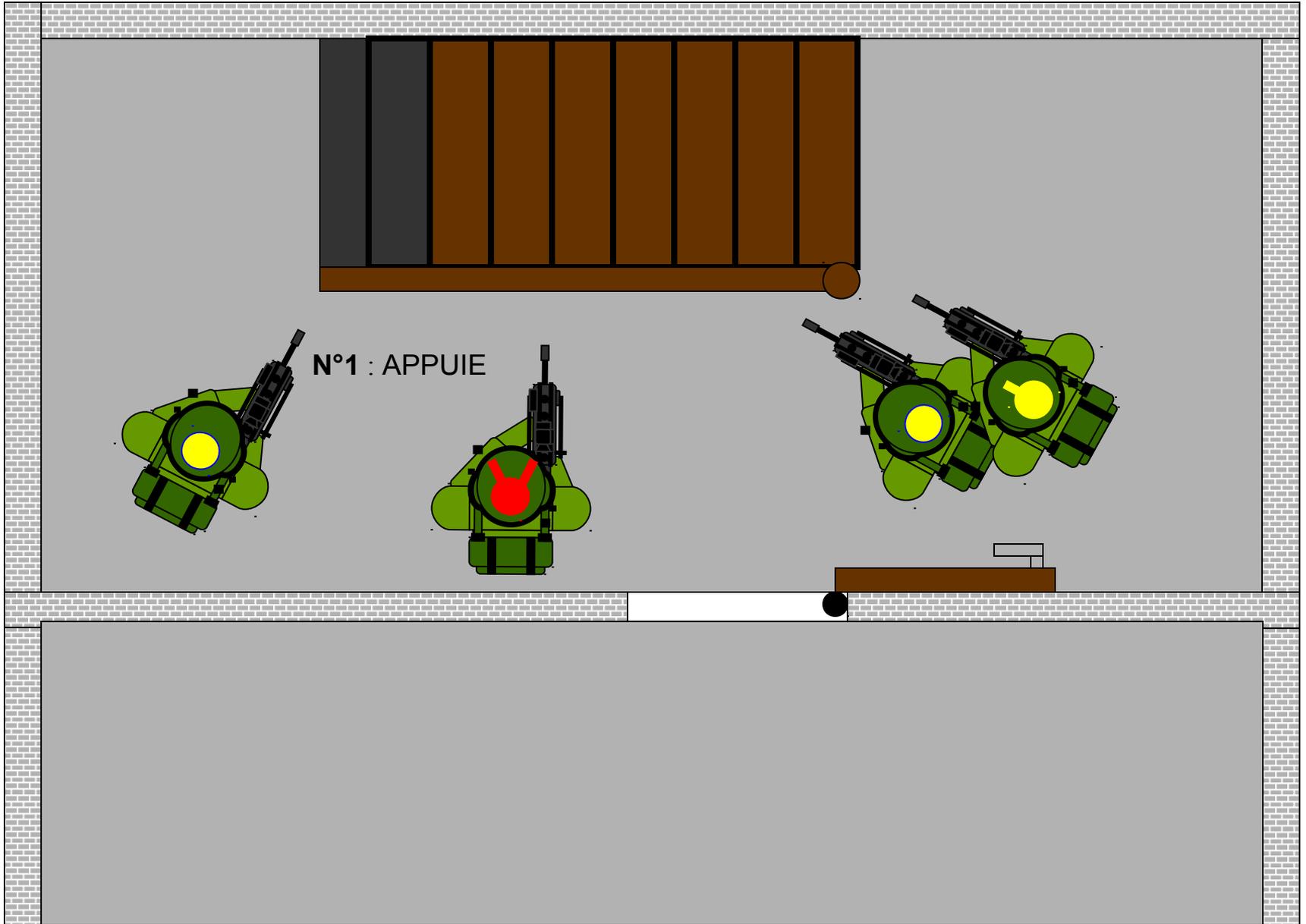
ABORDER L'ESCALIER



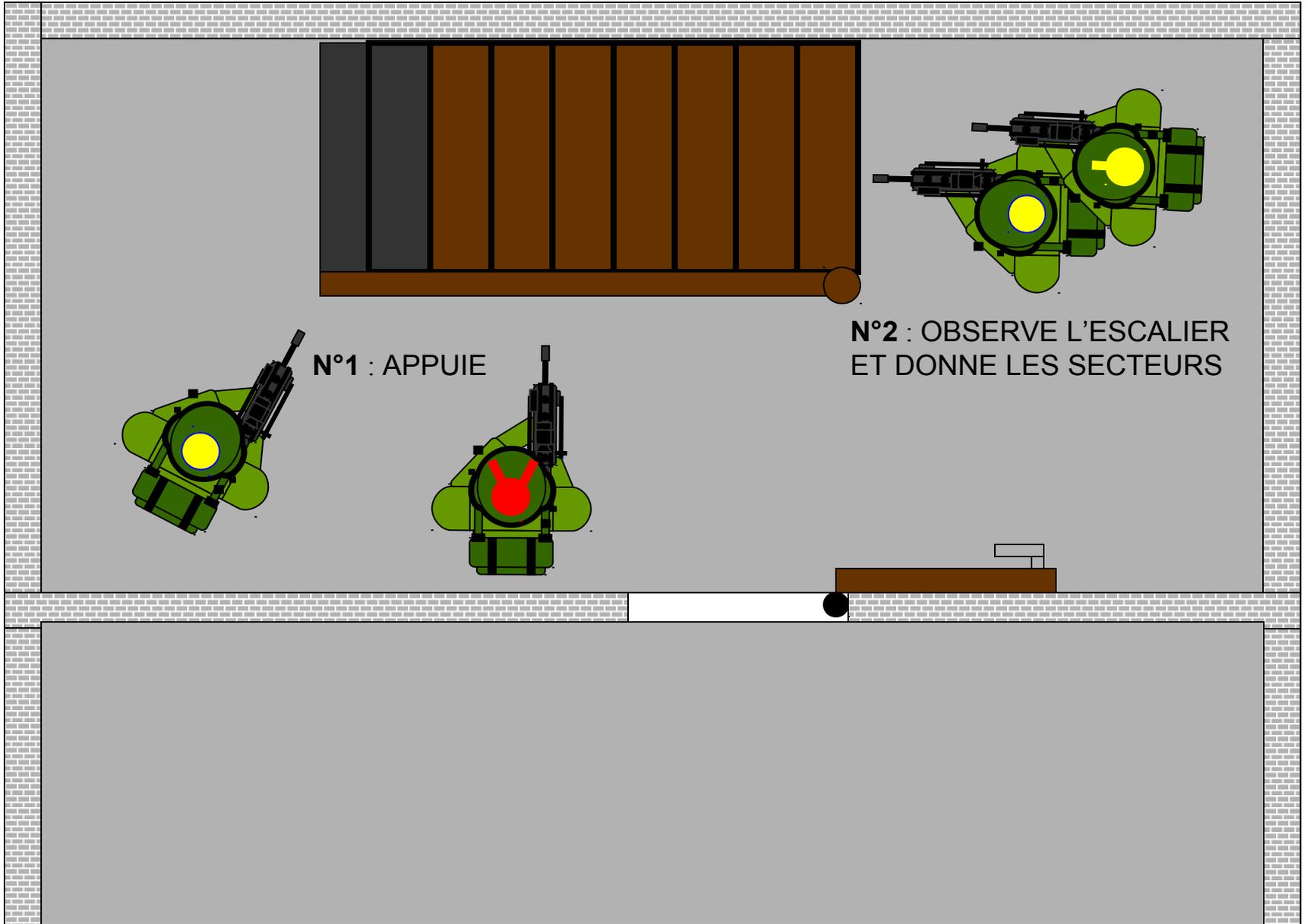
PREPARER



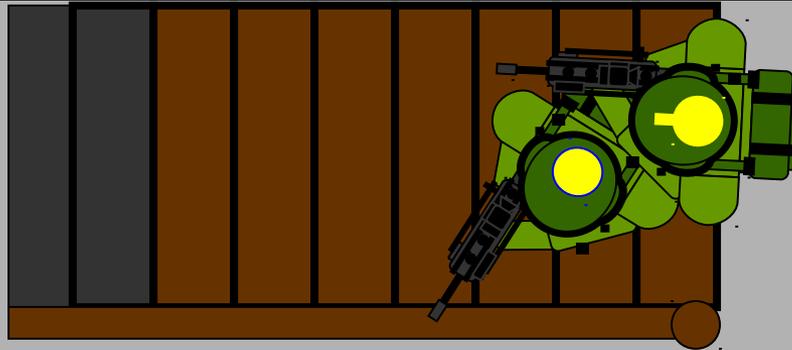
PREPARER



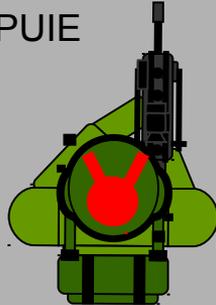
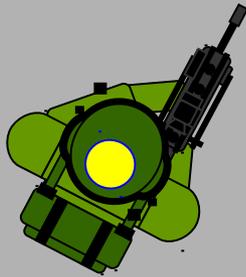
PREPARER



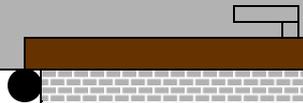
DESCENDRE



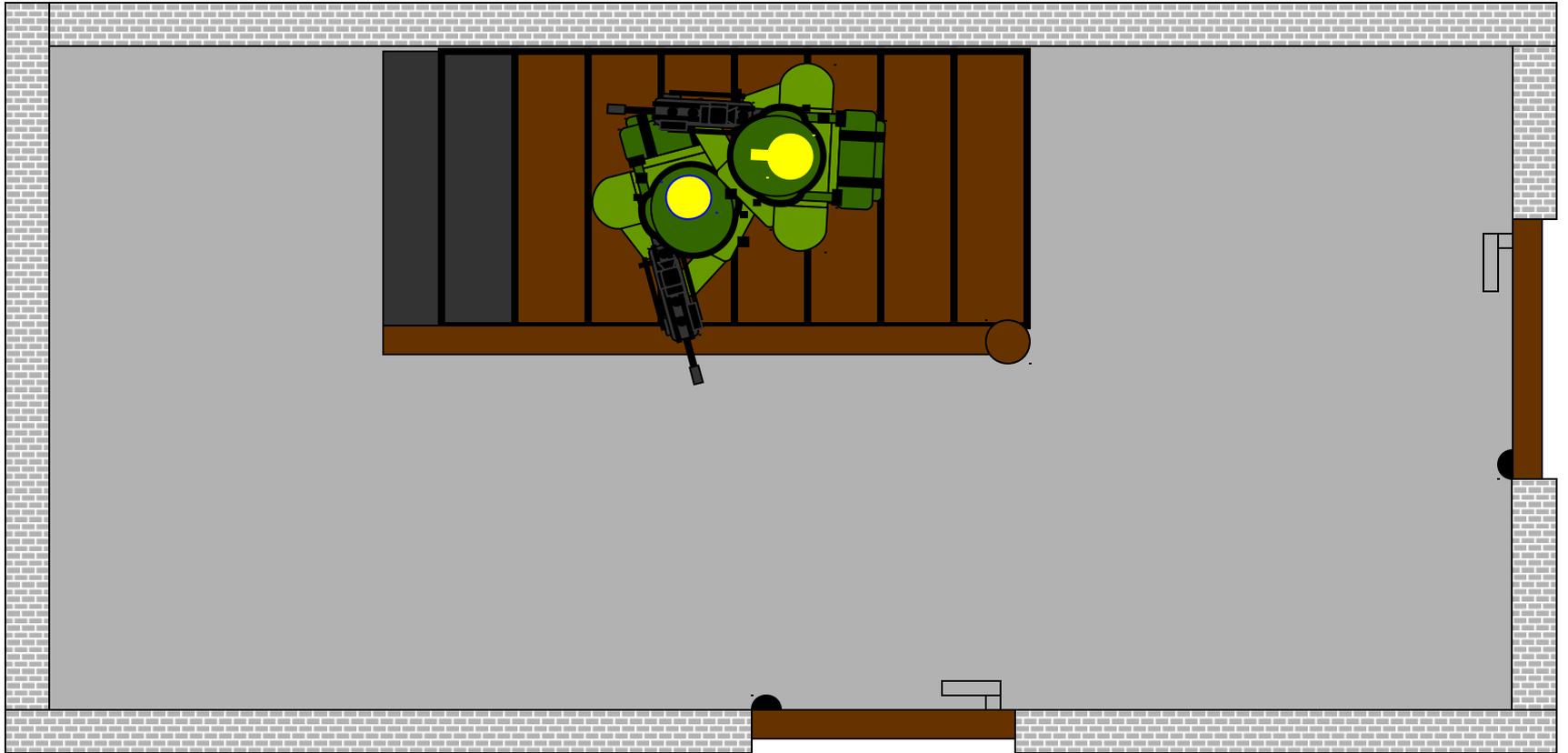
N°1 : APPUIE



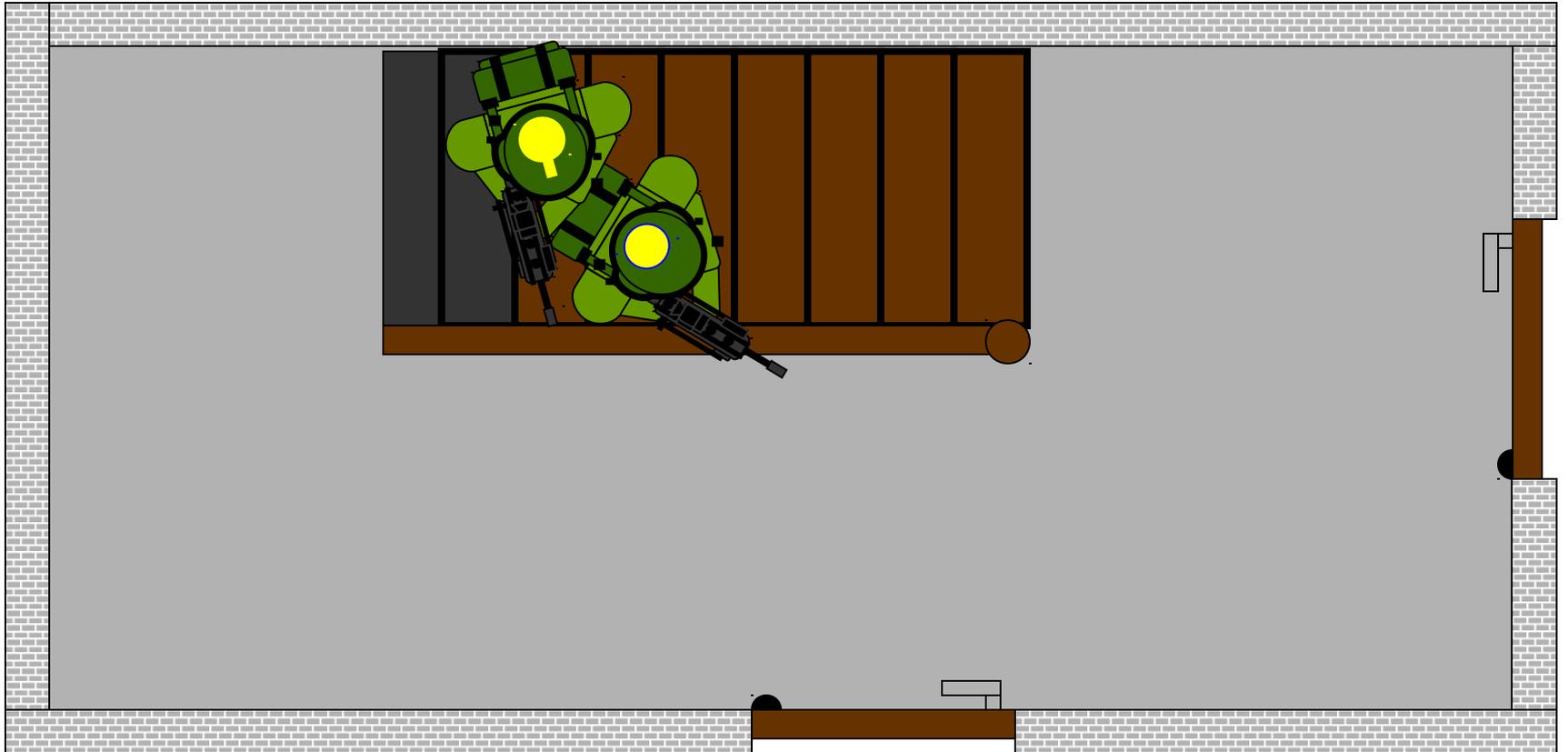
N°2 : OBSERVE L'ESCALIER
ET DONNE LES SECTEURS



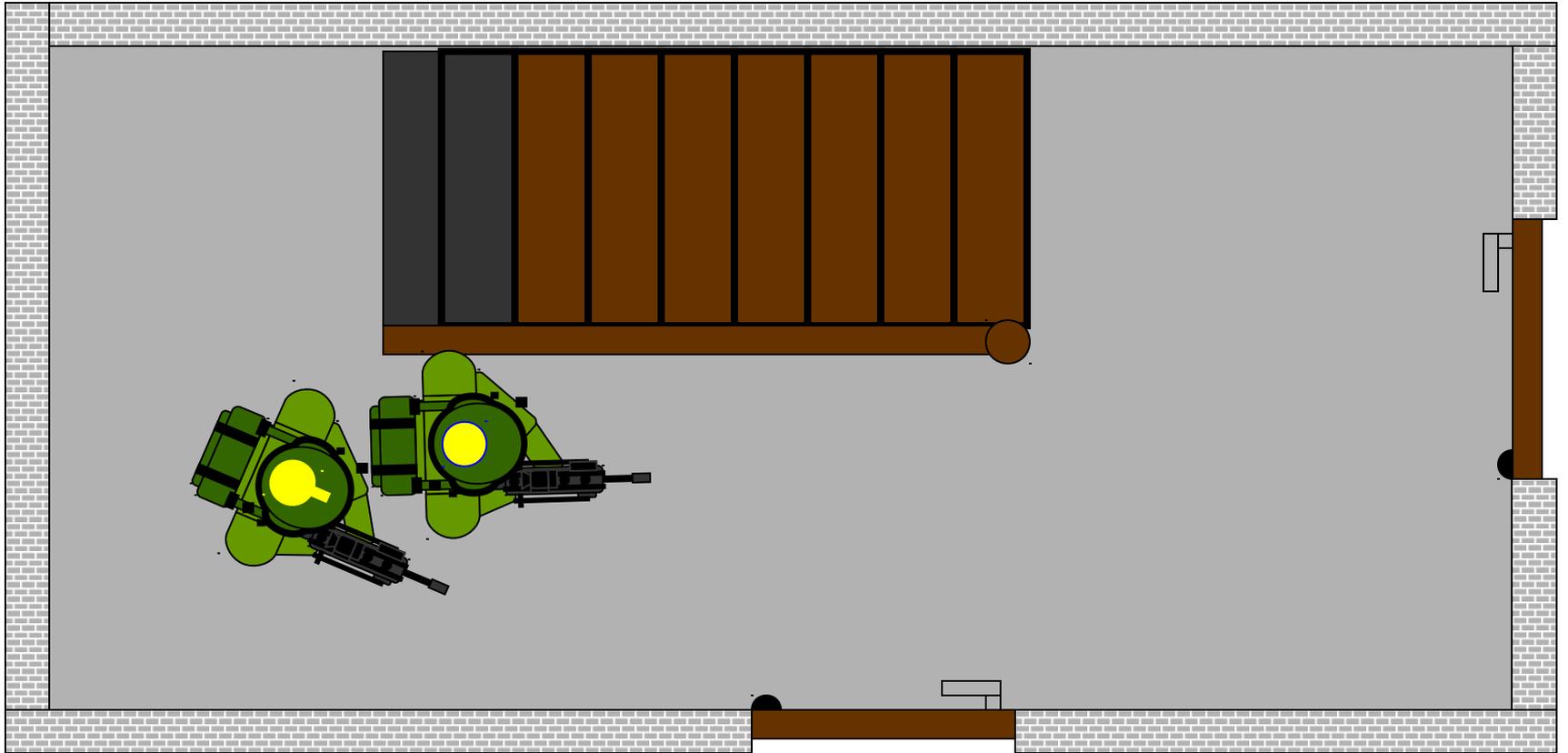
DESCENDRE



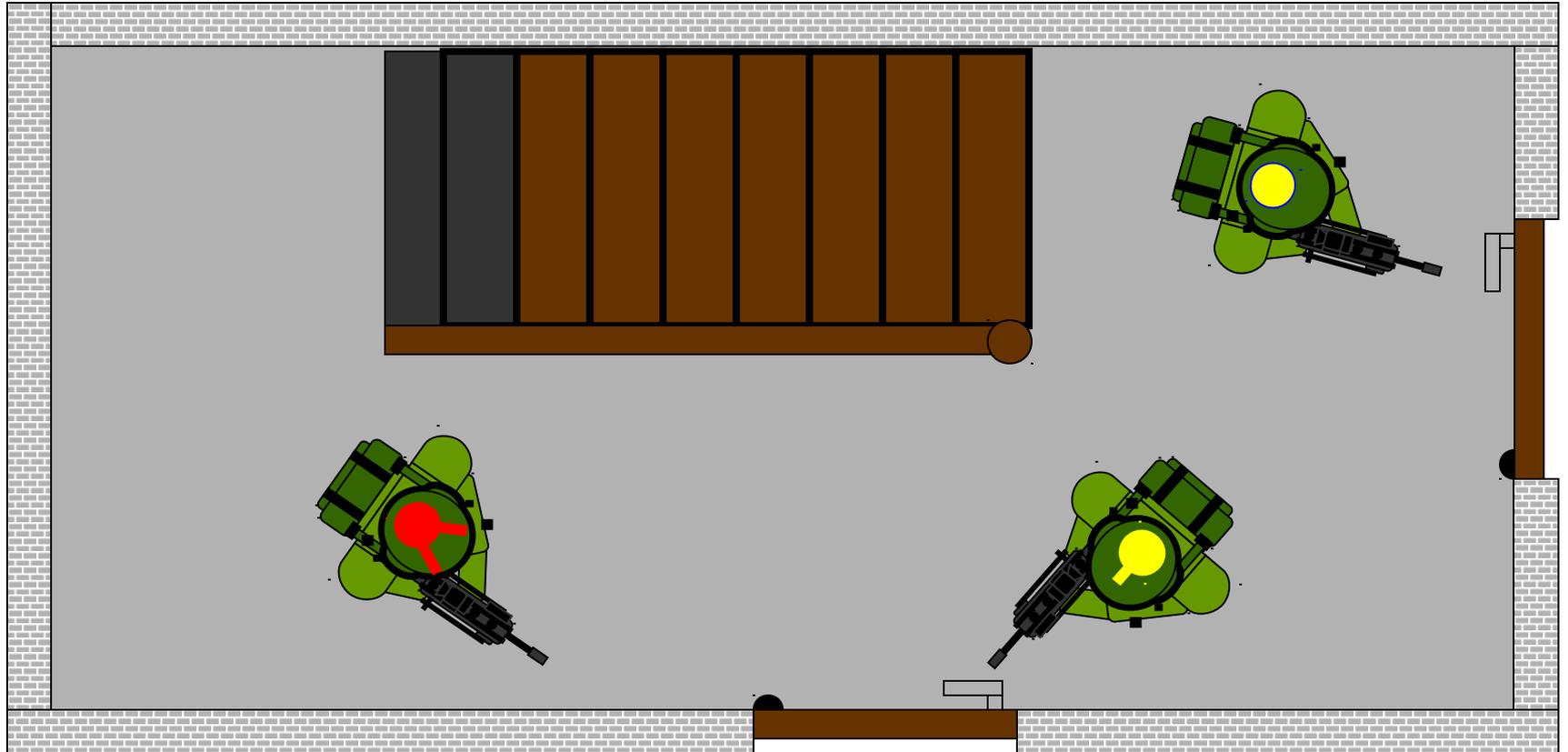
DESCENDRE



DESCENDRE



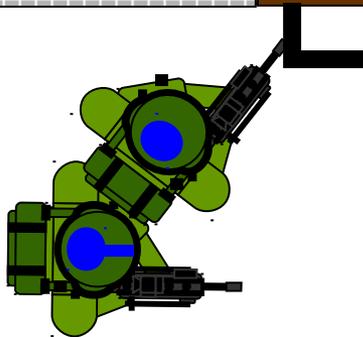
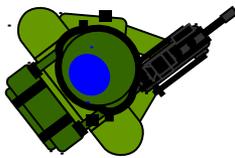
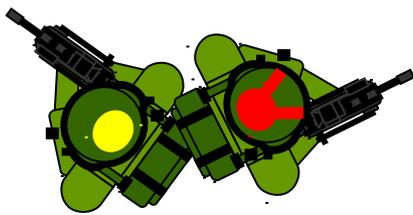
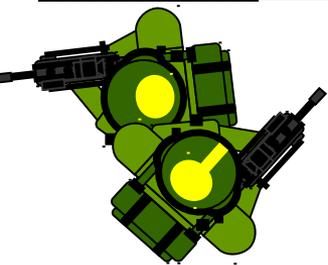
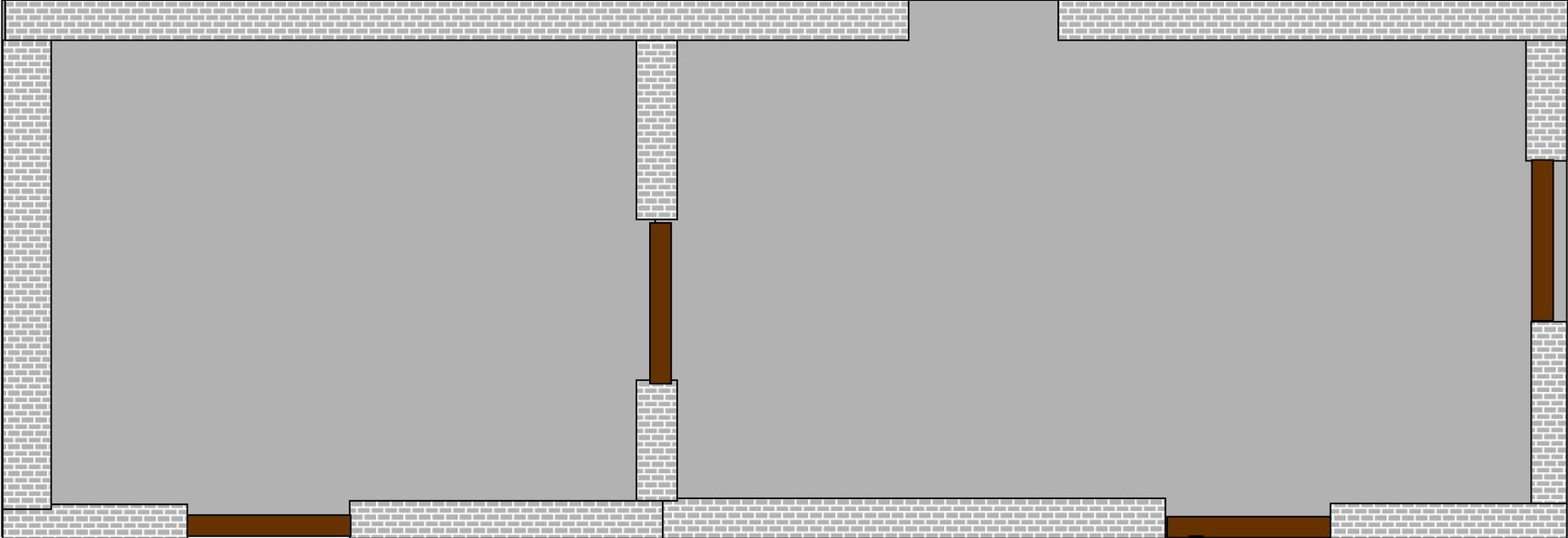
RENDRE COMPTE



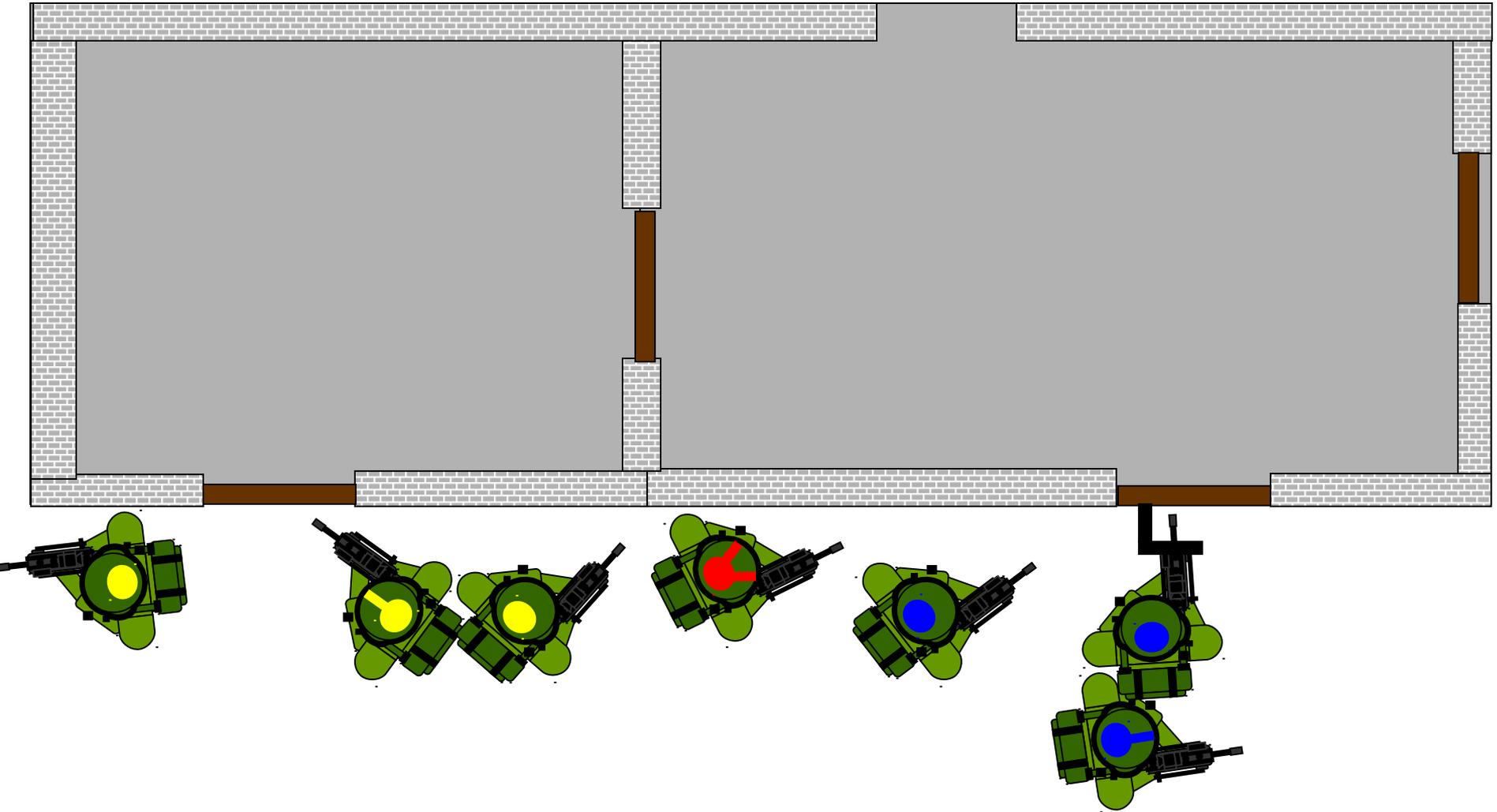
EFFRACTION
UTILISATION DU BELIER

ABORDAGE
ABORDAGE
COTE POIGNEE
(CONTEXTE 1)

ABORDER

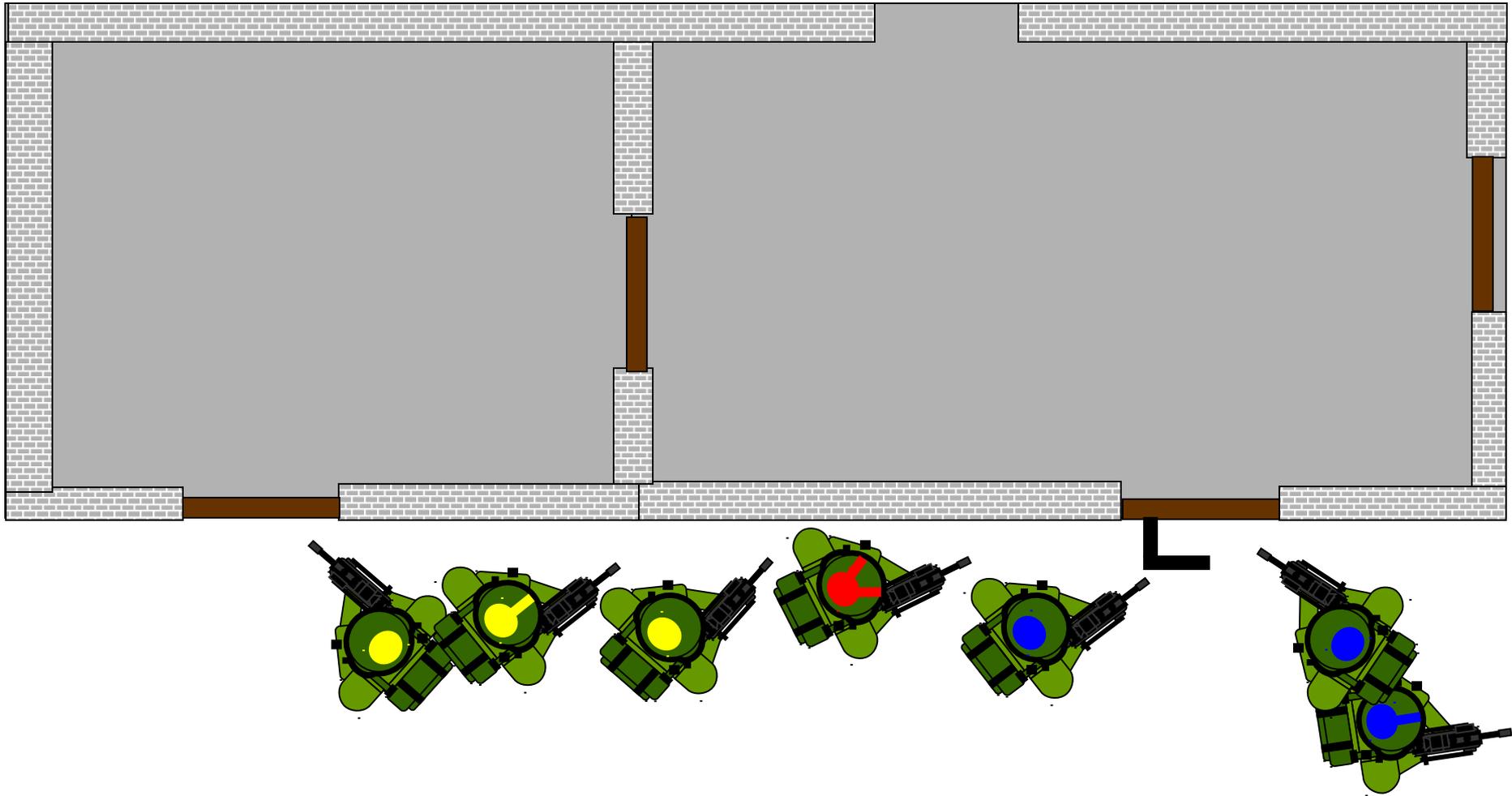


ABORDER



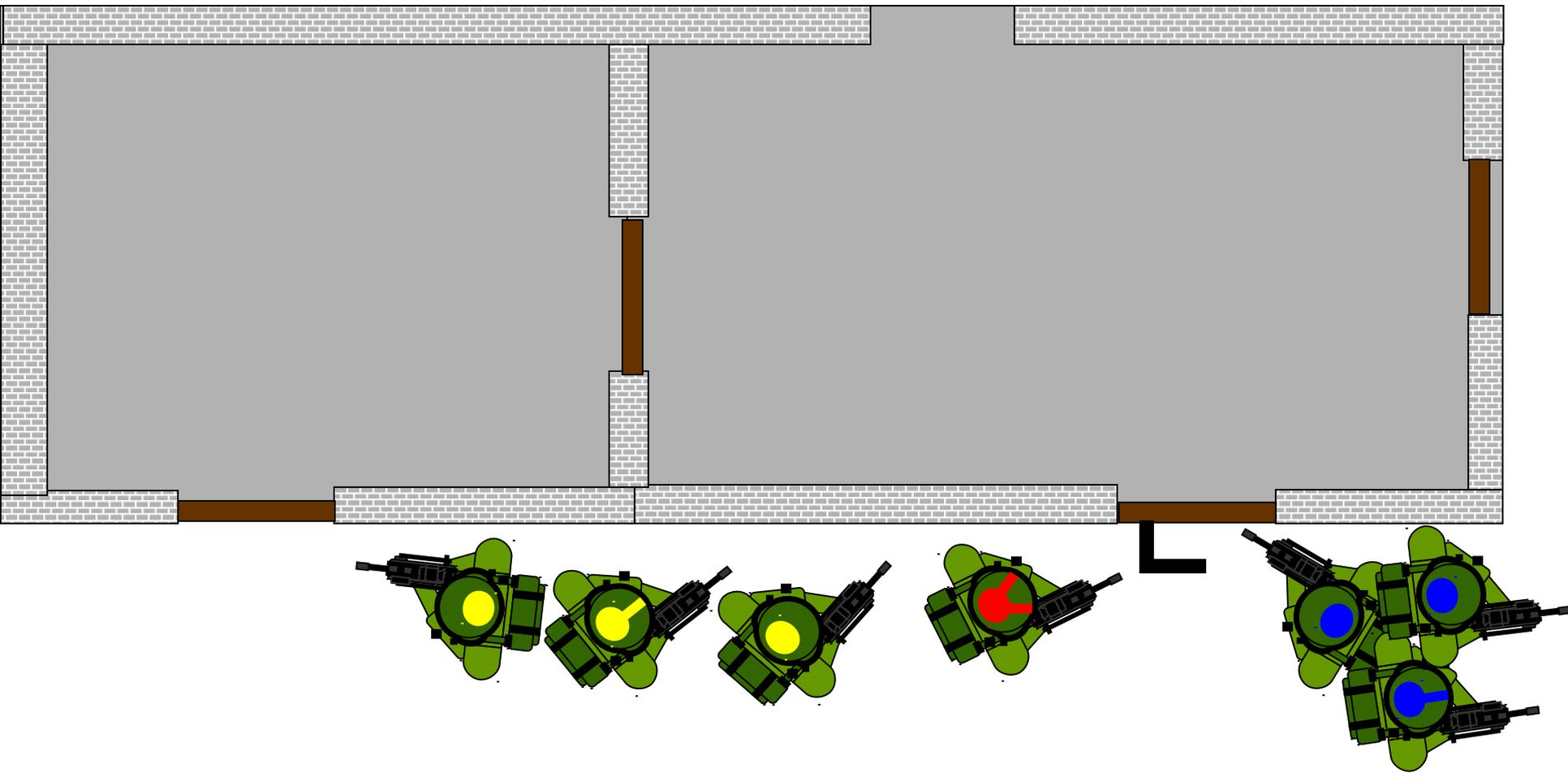
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

ABORDER



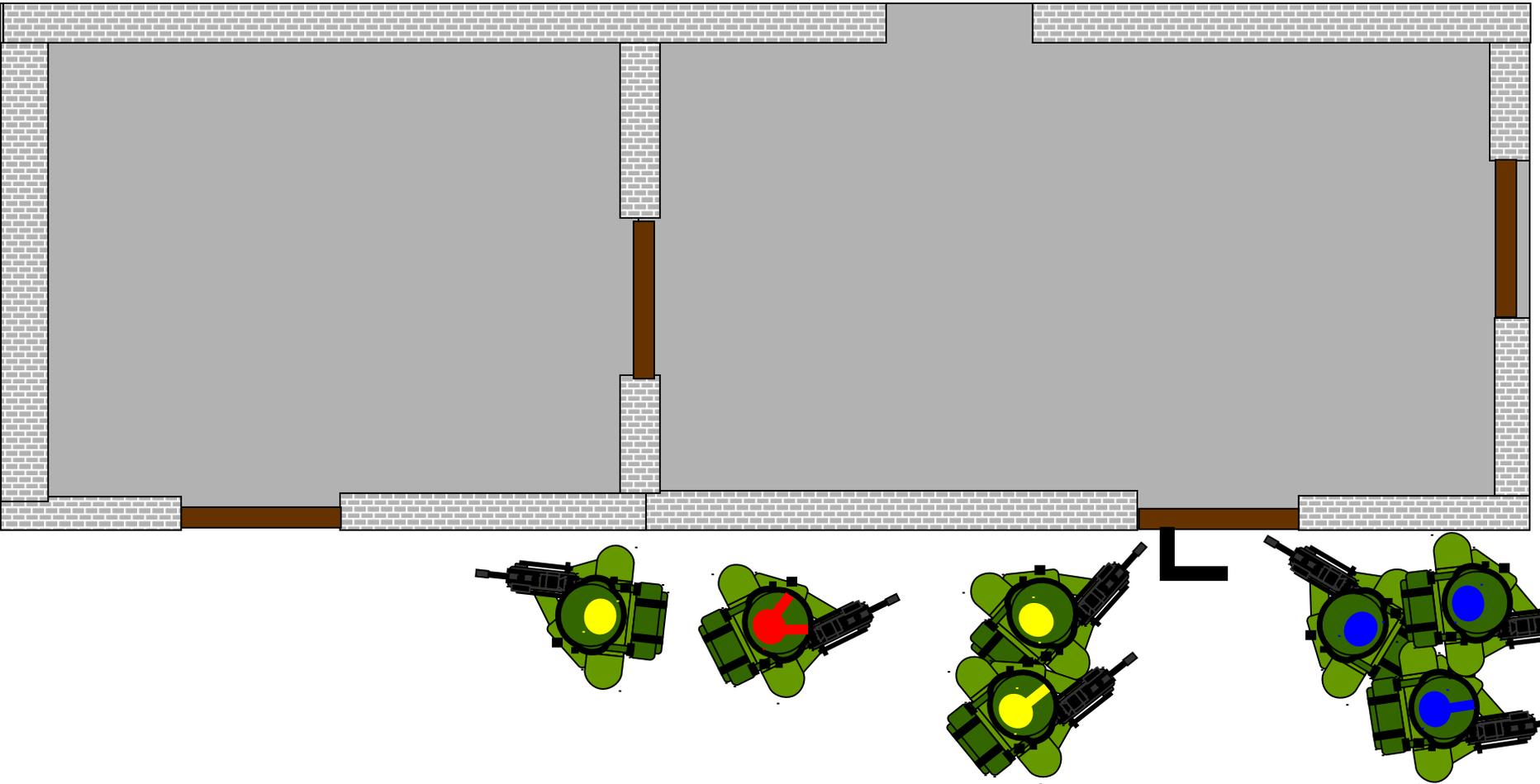
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

ABORDER



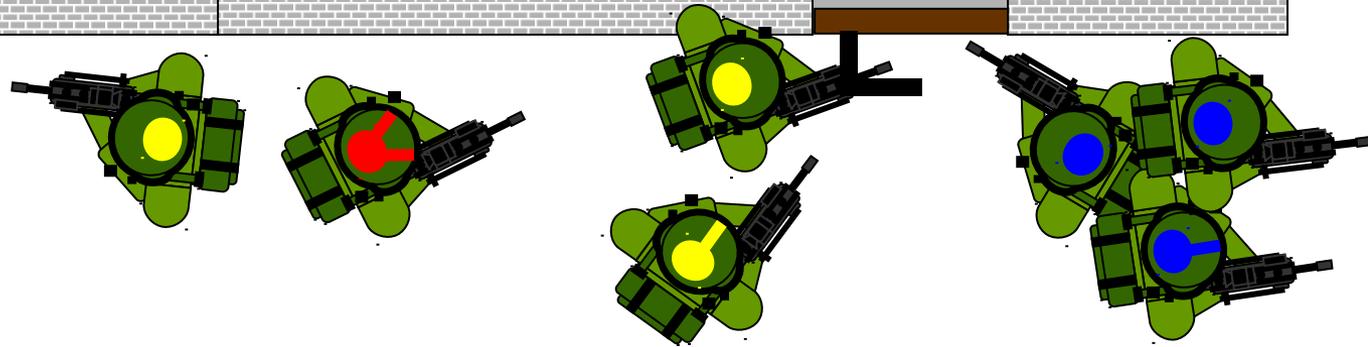
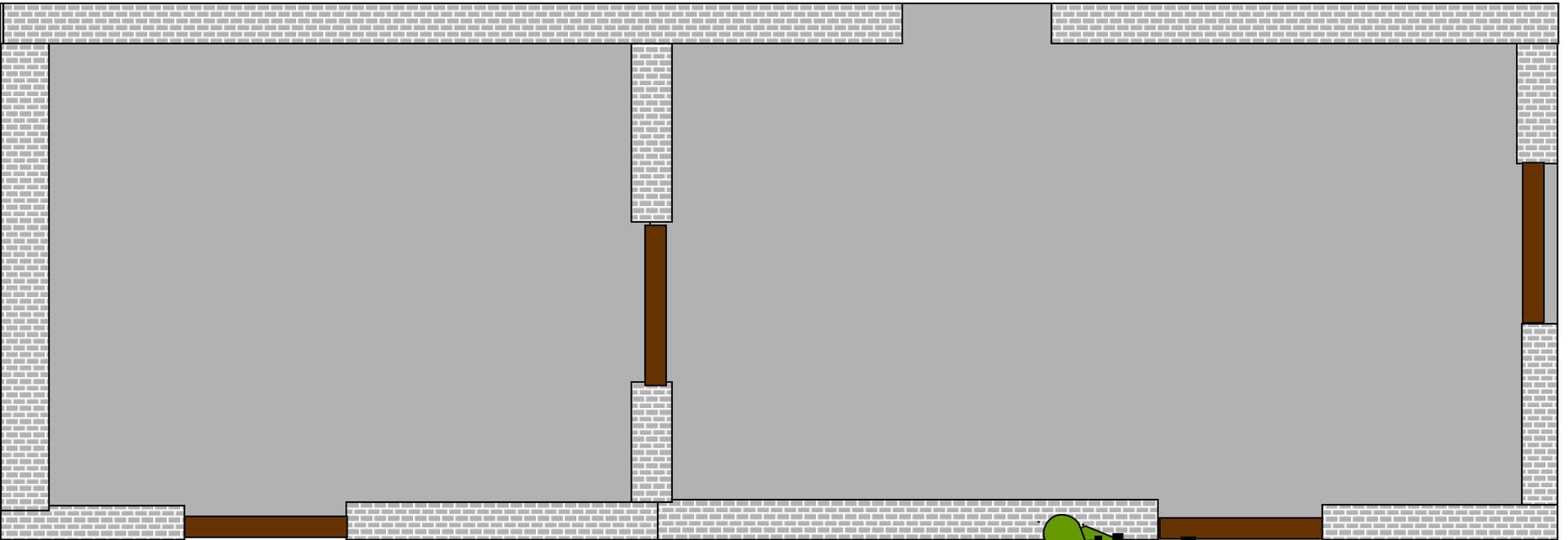
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

ABORDER



NB : DANS TOUS LES CAS DE FIGURE, LE CHEF DE GROUPE SE PLACE EN N°3 DU DEUXIEME TRINOME.

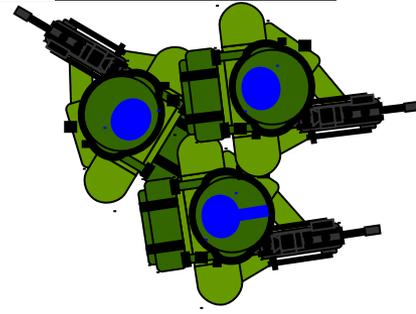
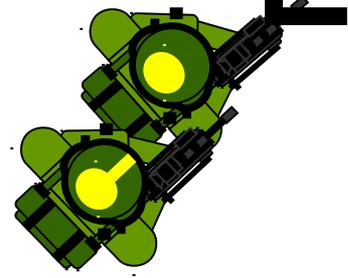
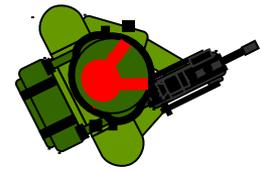
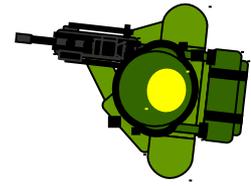
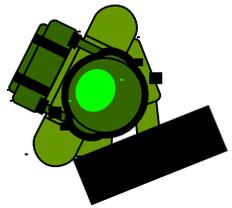
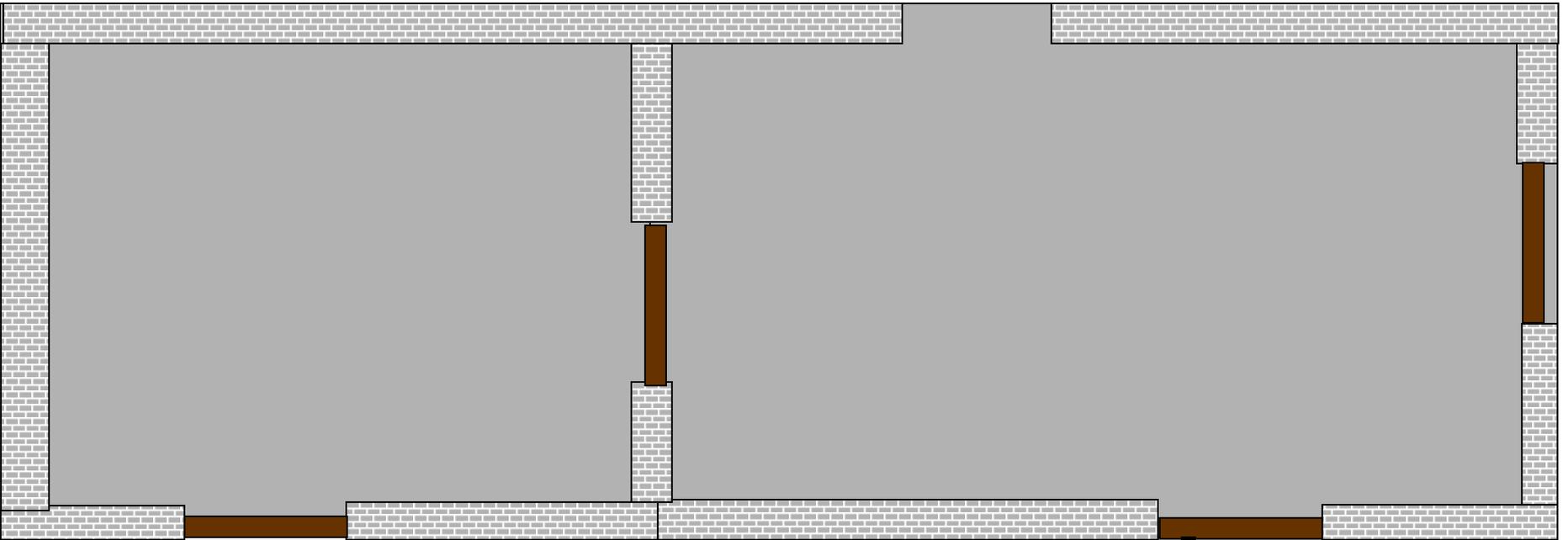
PREPARER



N°1 DU DEUXIEME TRINOME
TESTE LA PORTE, APPUYE PAR
SON N°2 ET N°1 DU PREMIER
TRINOME

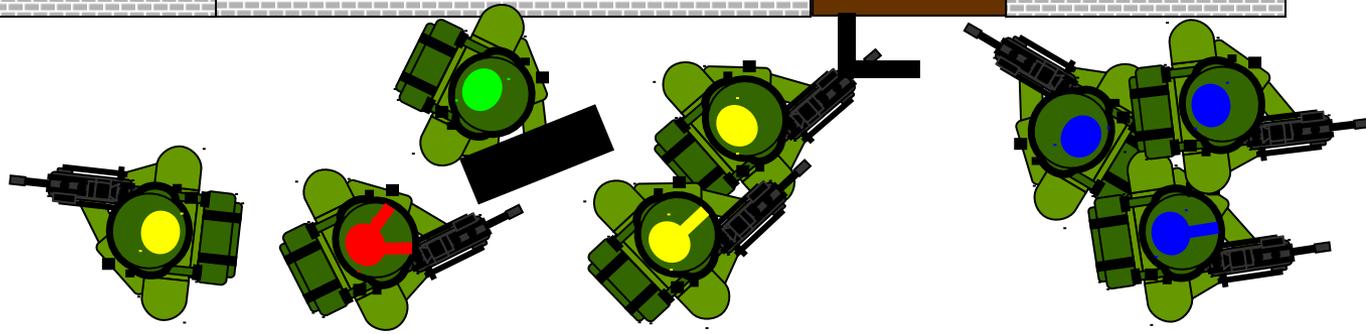
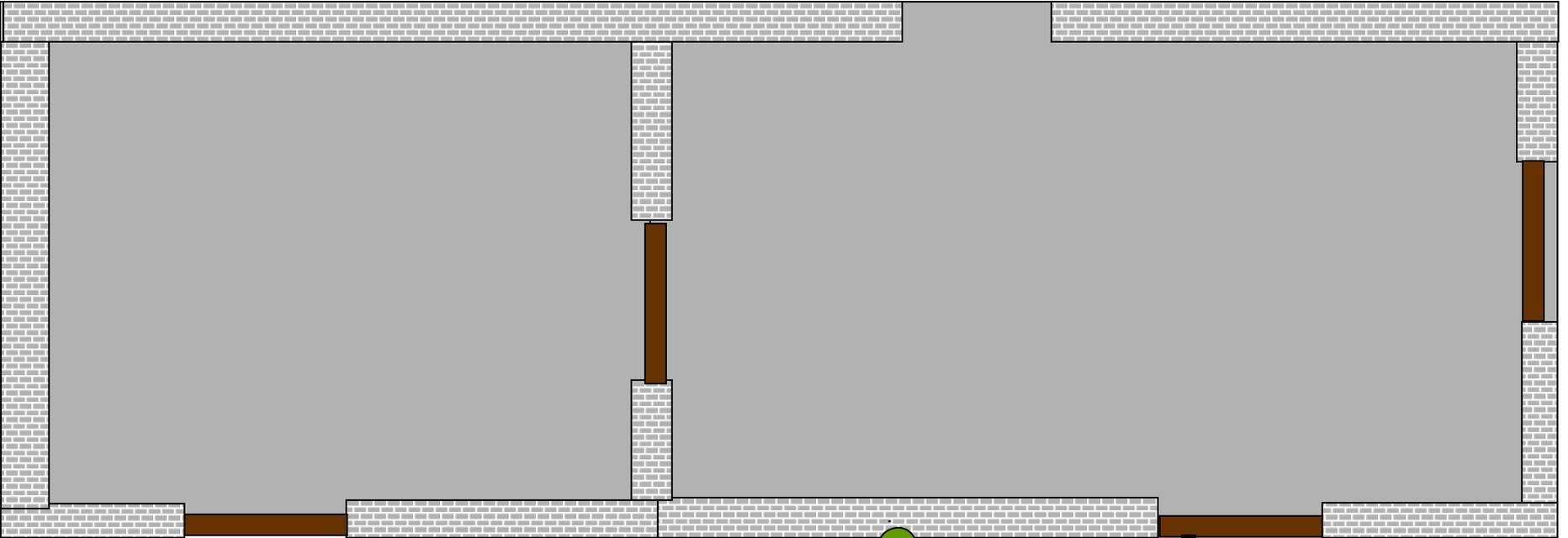
NB : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS
PRES DE LA POIGNEE QUI OUVRE LA PORTE

PREPARER

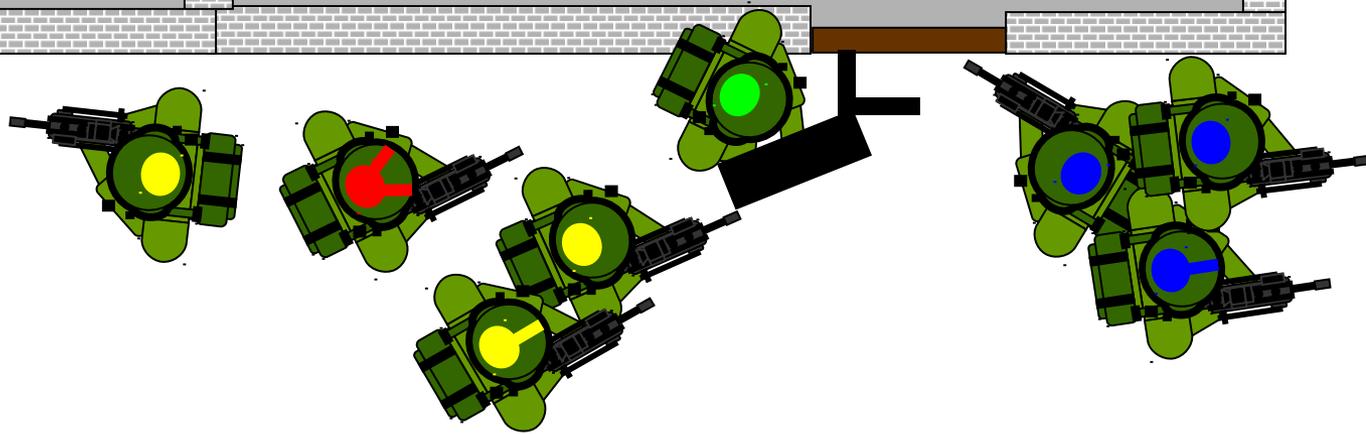
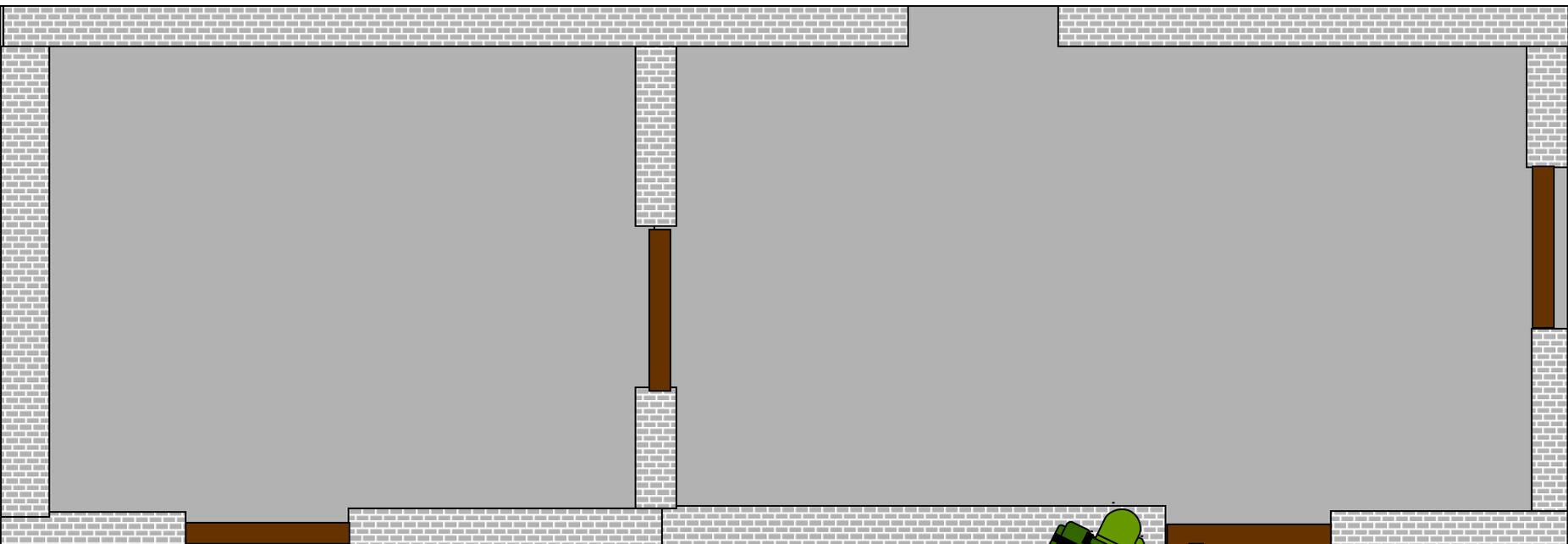


NB : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

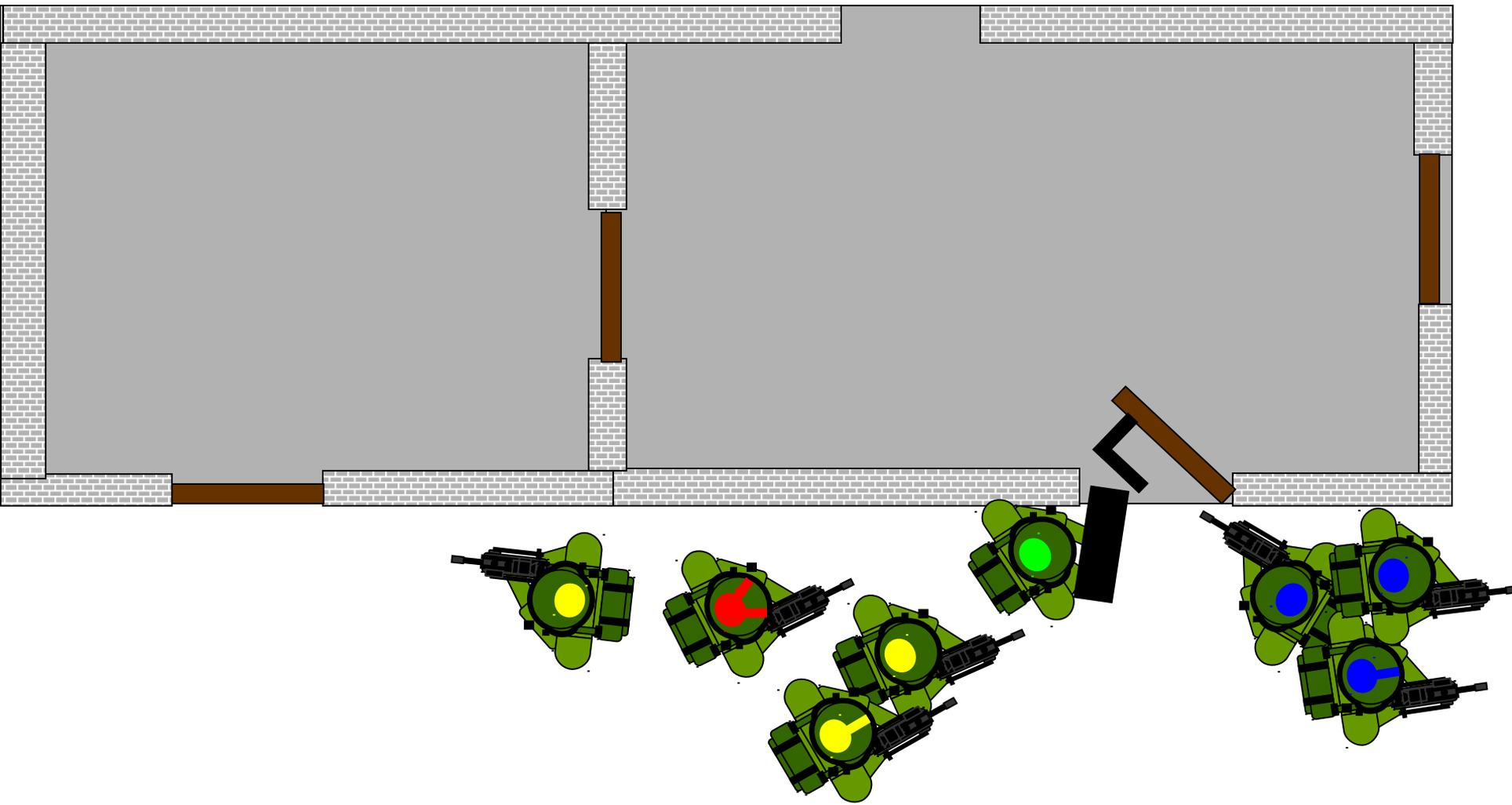
PREPARER



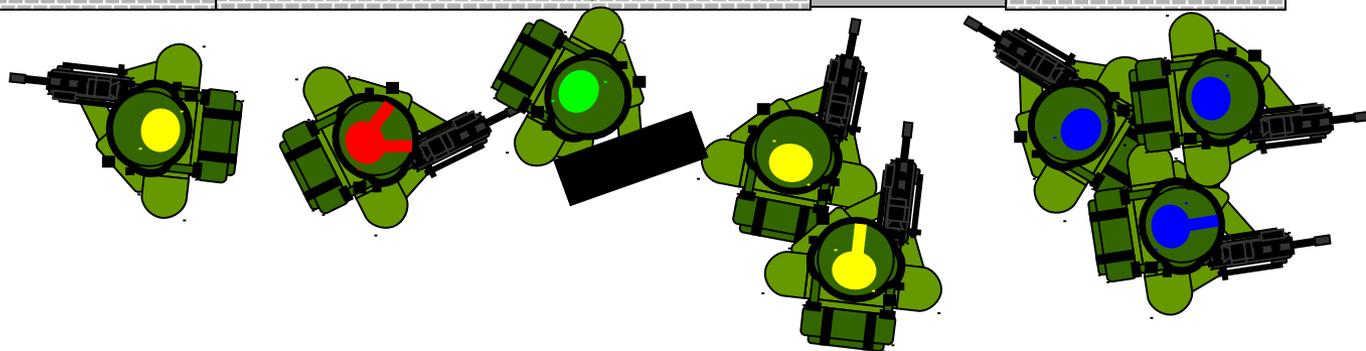
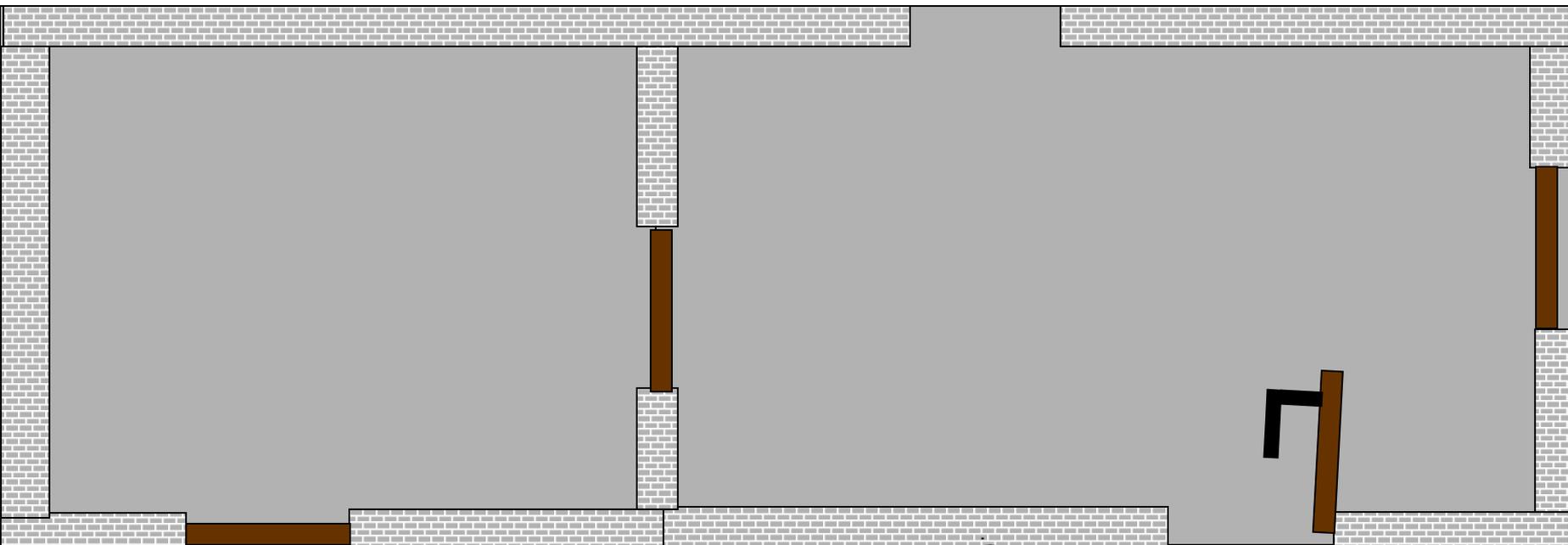
PENETRER



PENETRER

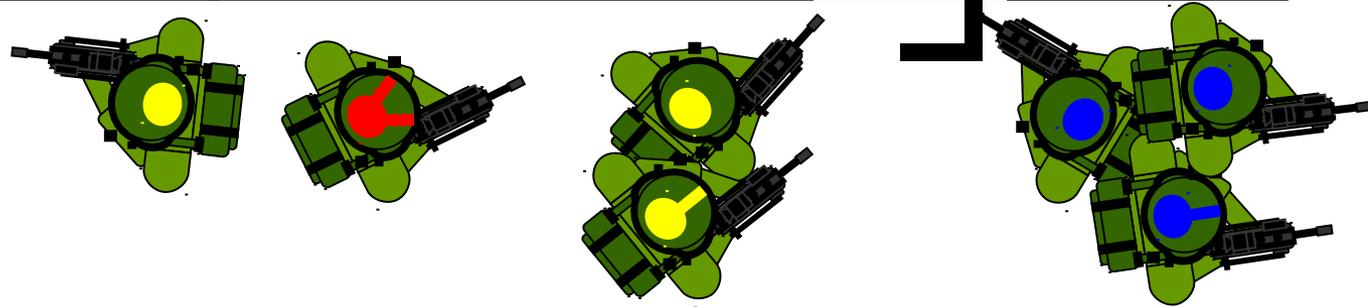
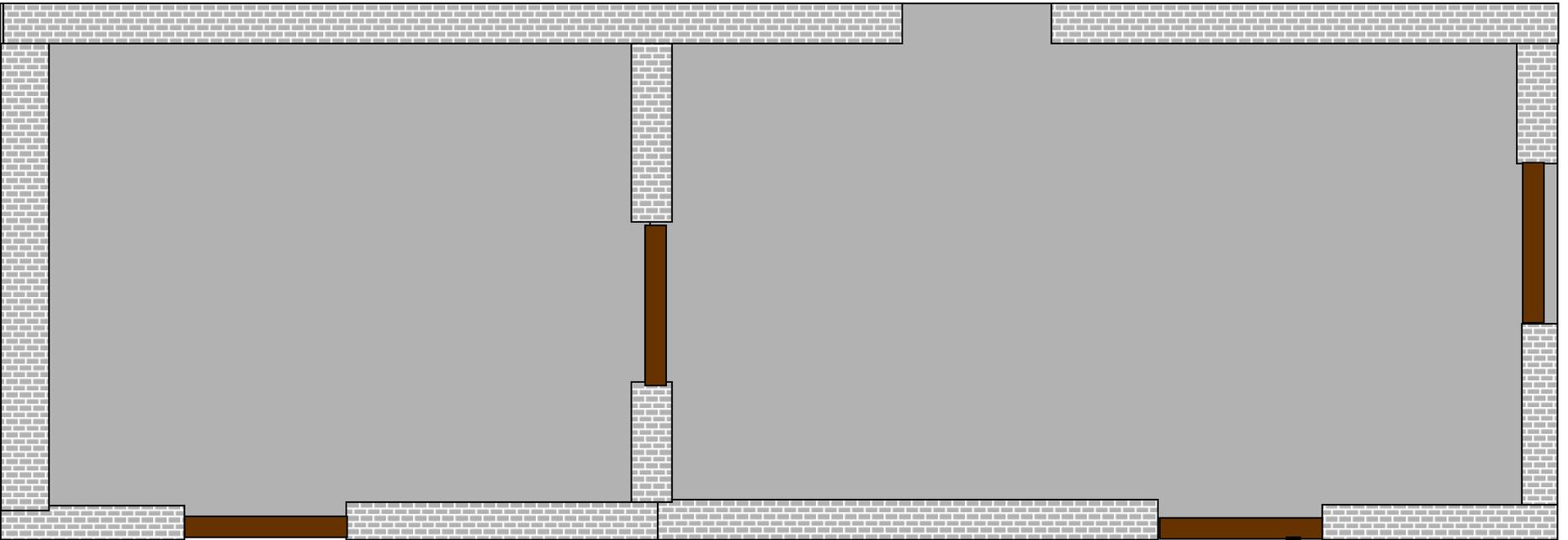


PENETRER



ABORDAGE
ABORDAGE
COTE OPPOSEE POIGNEE
(CONTEXTE 1)

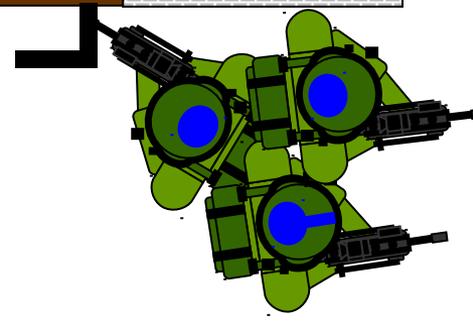
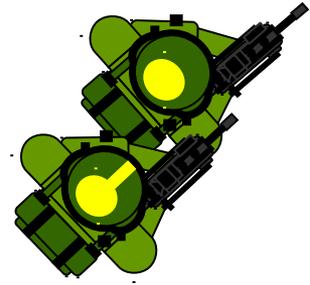
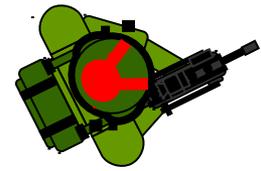
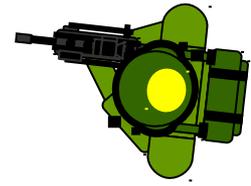
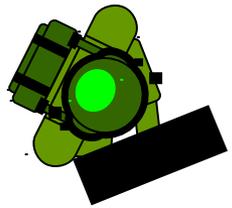
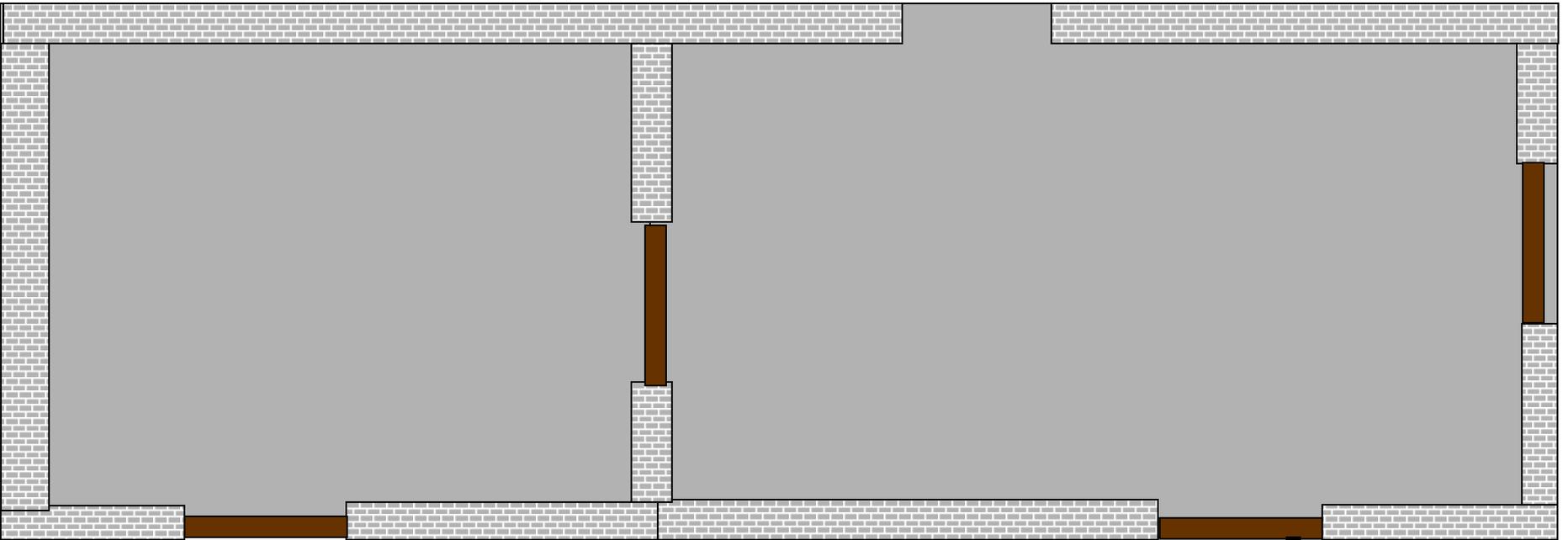
PREPARER



N°3 DU PREMIER TRINOME
TESTE LA PORTE, ELLE EST
VERROUILLEE

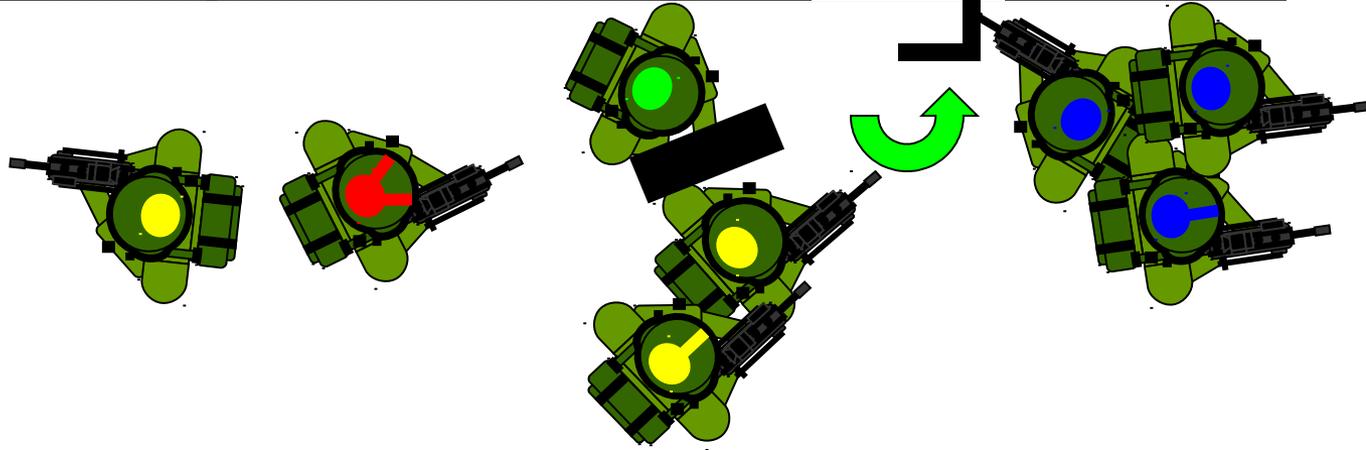
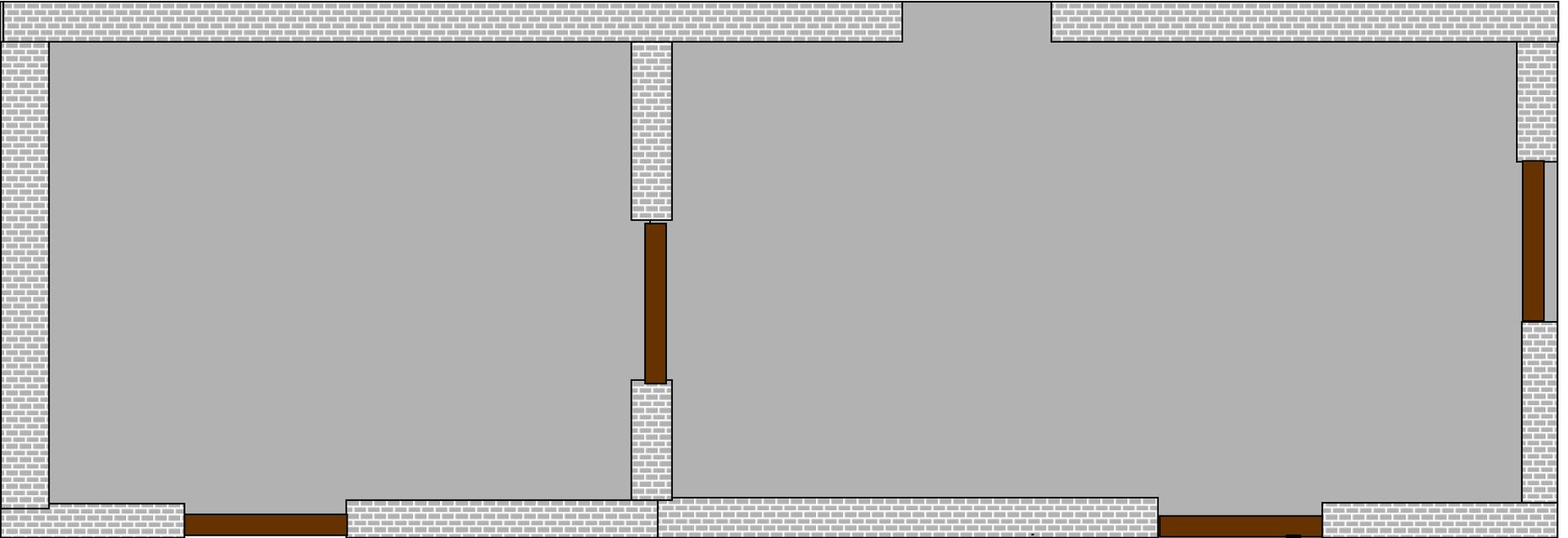
NB : LA PORTE EST VERROUILLEE IL FAUT FAIRE APPEL AU BELIER

PREPARER

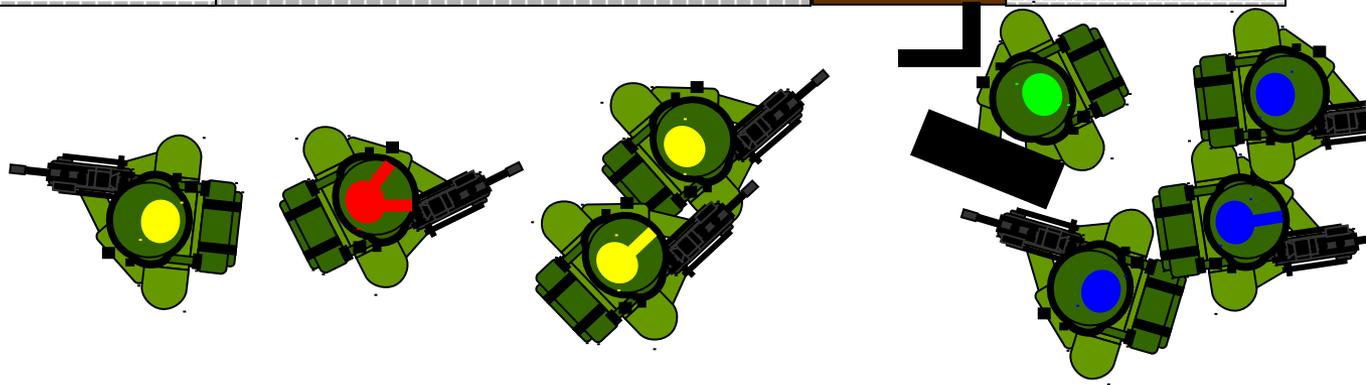
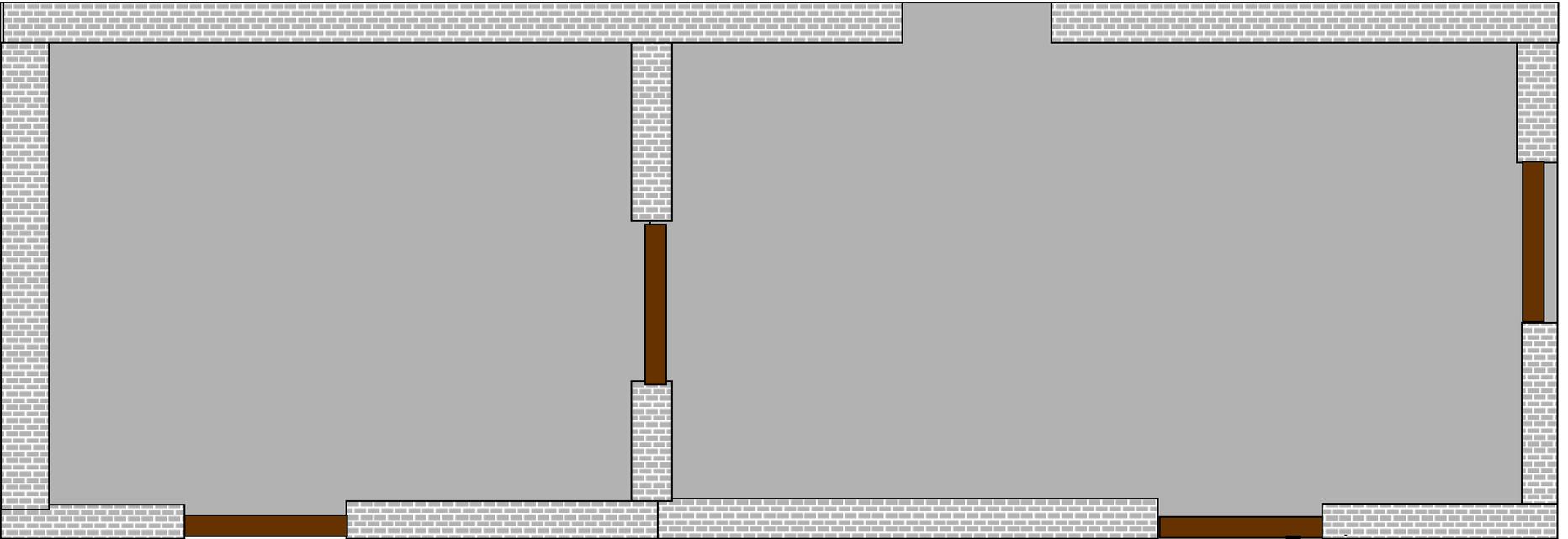


NB : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

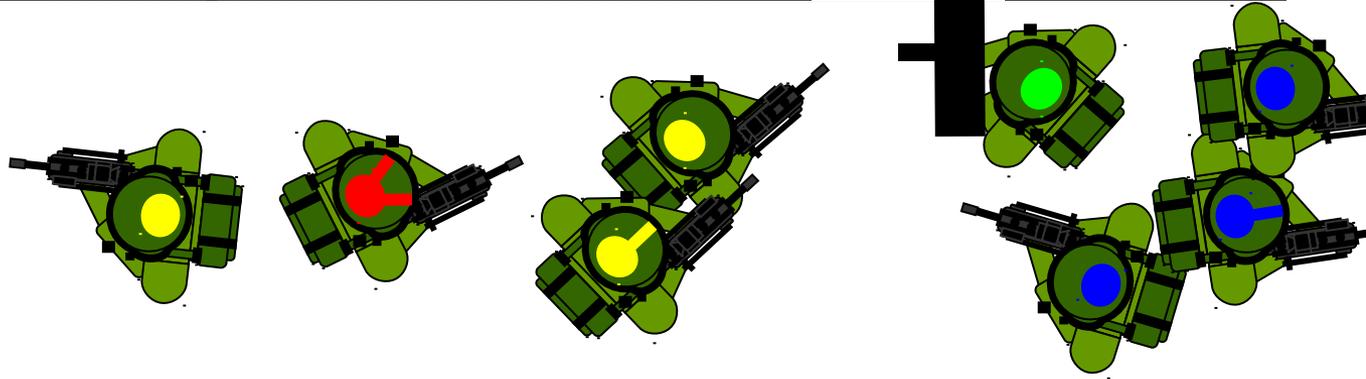
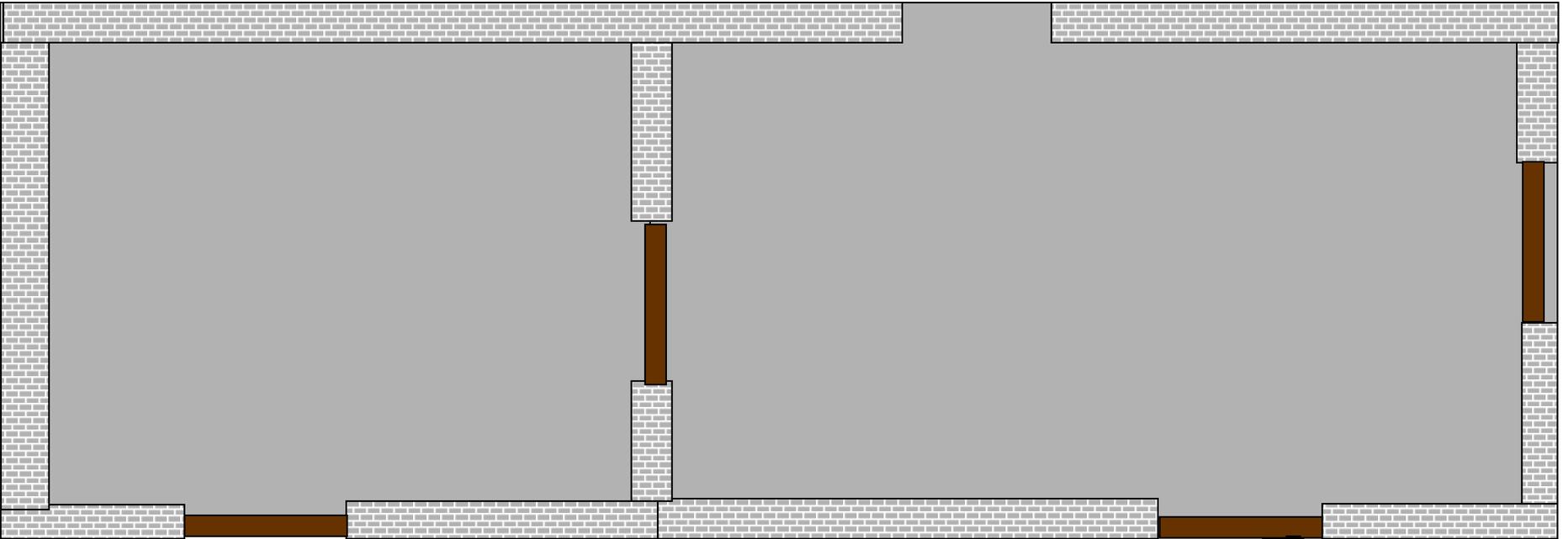
PREPARER



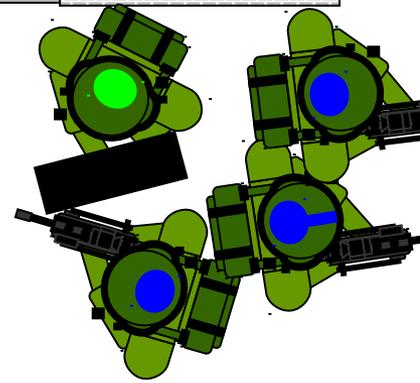
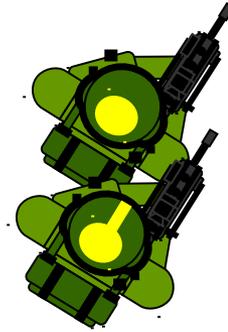
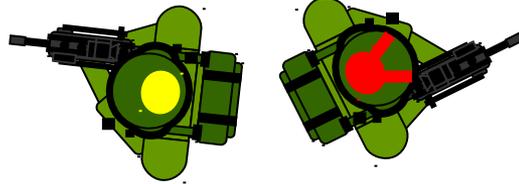
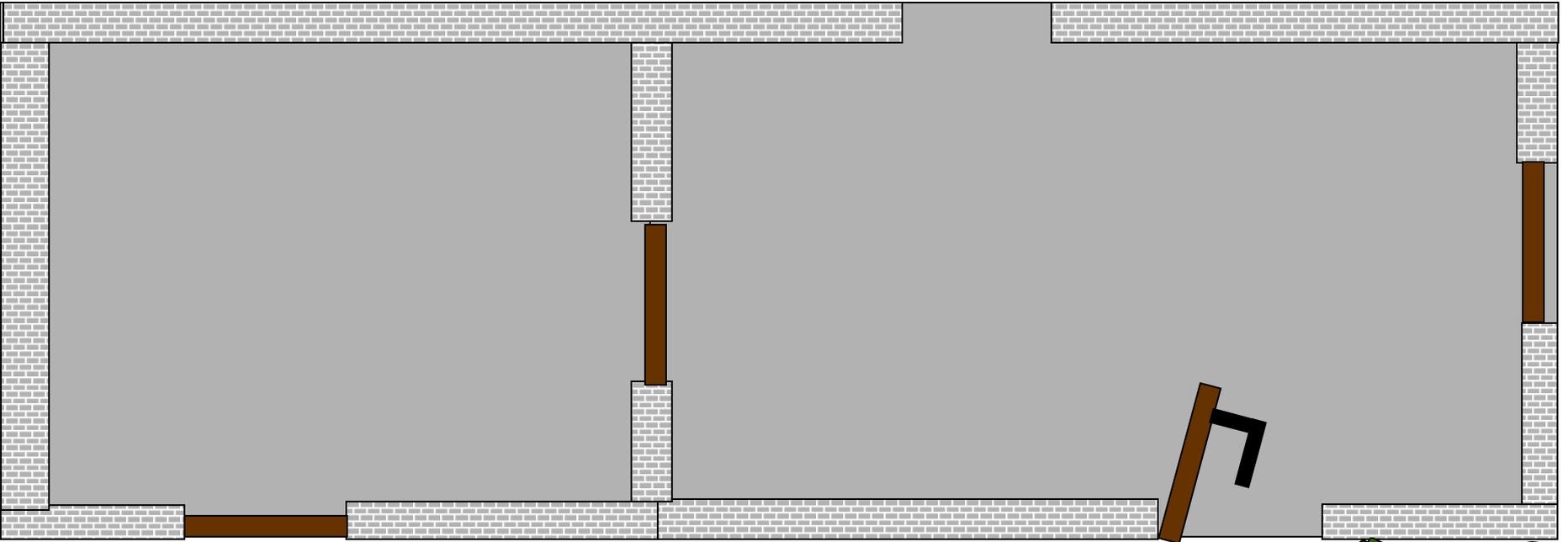
PREPARER



PENETRER

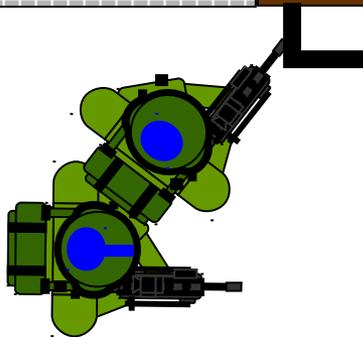
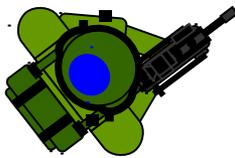
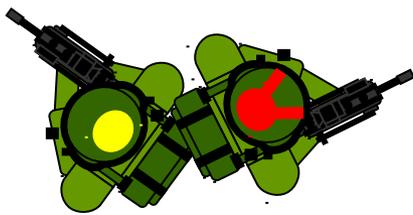
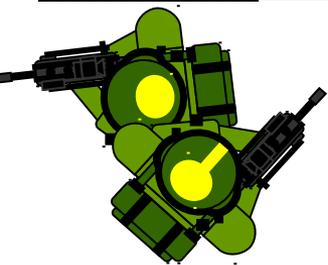
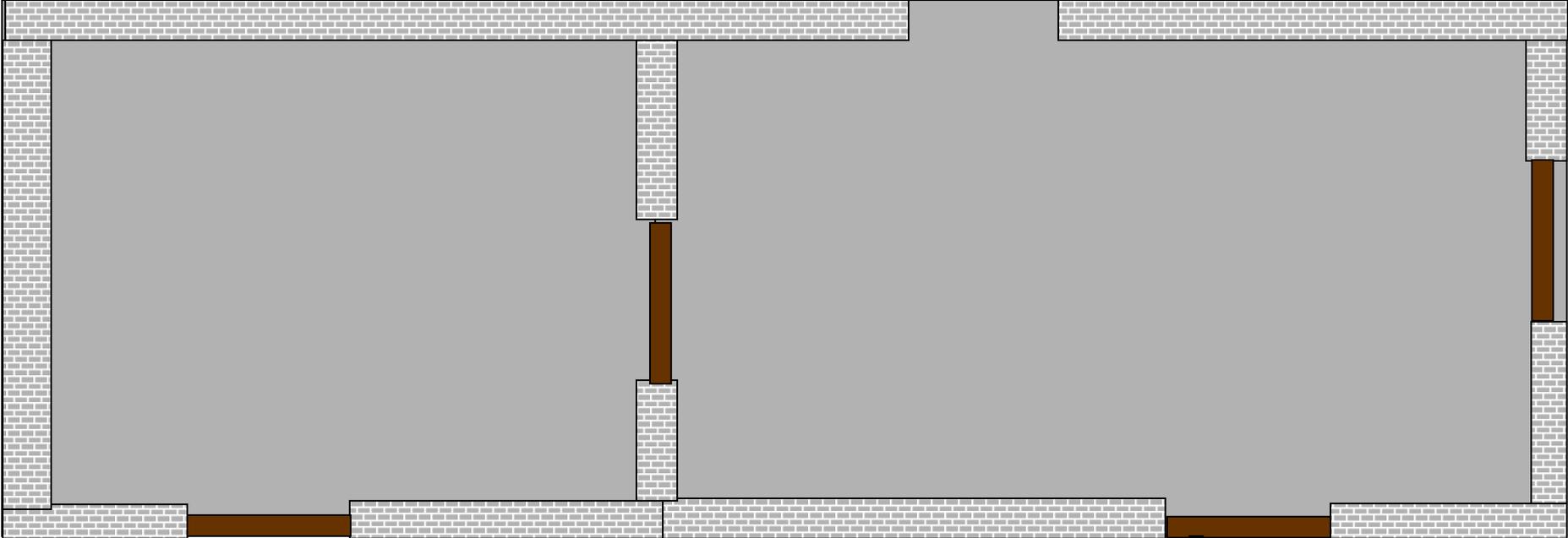


PENETRER

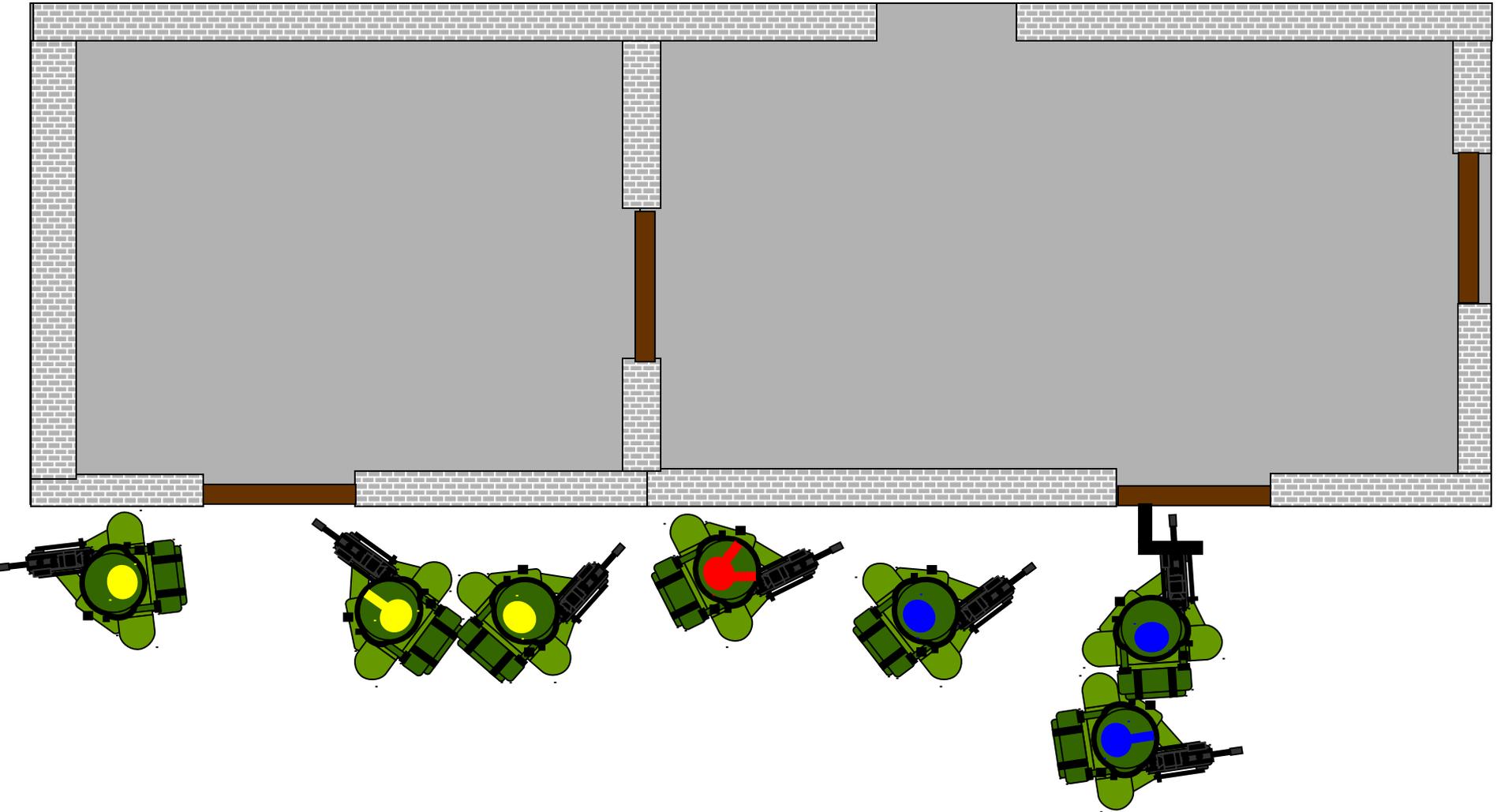


ABORDAGE
ABORDAGE
COTE POIGNEE
(CONTEXTE 2)

ABORDER

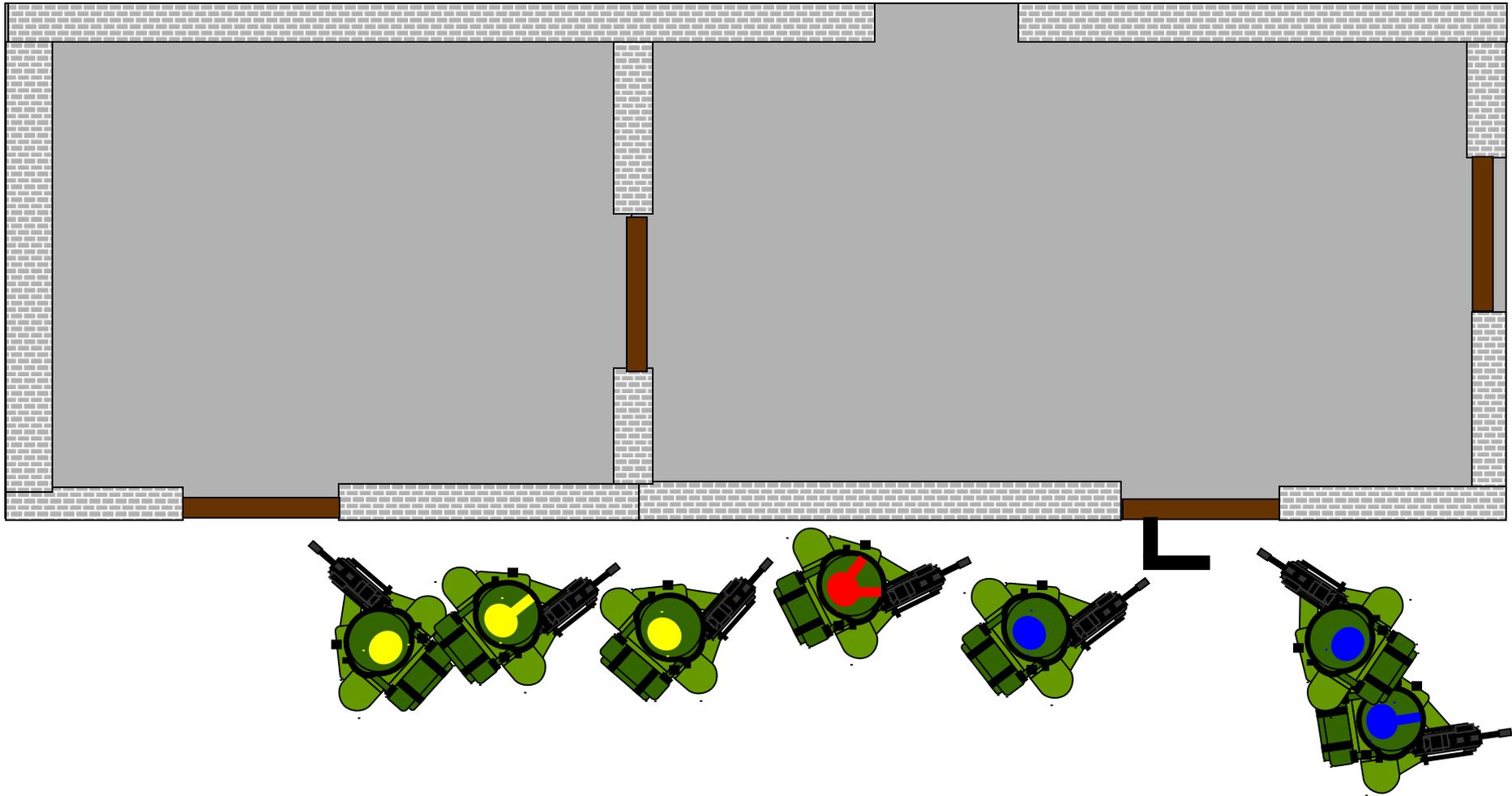


ABORDER



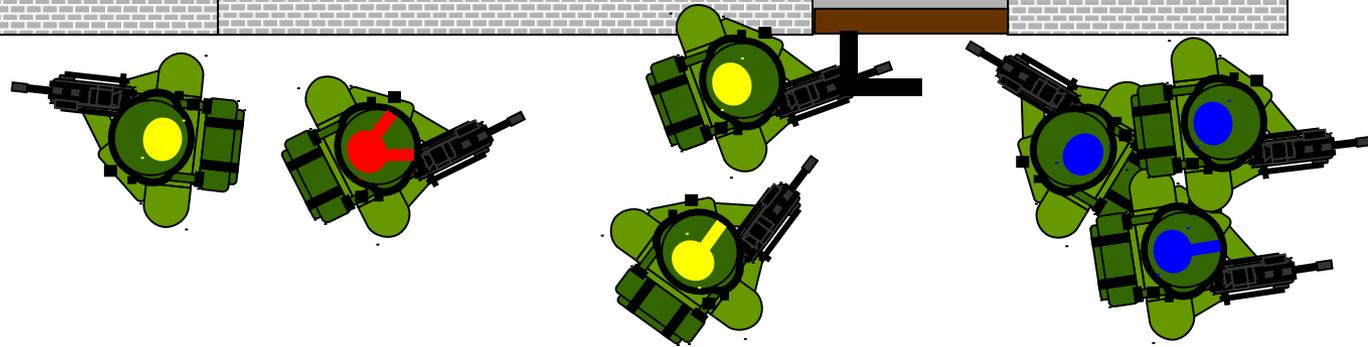
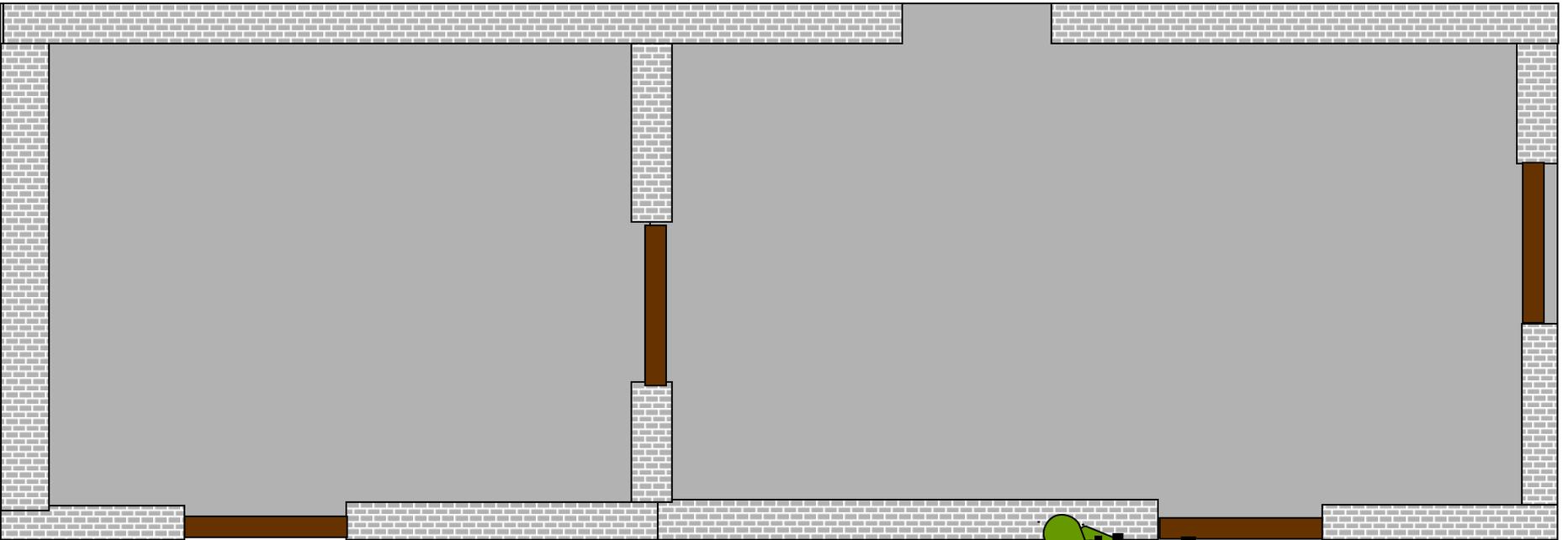
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

ABORDER



NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

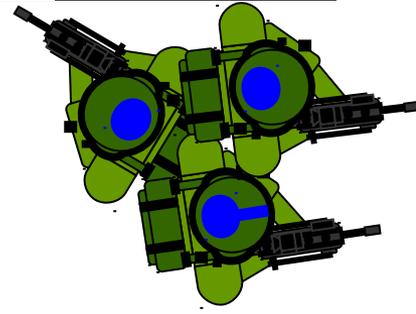
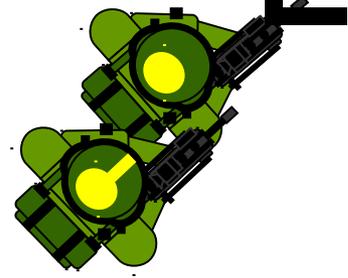
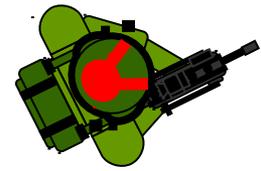
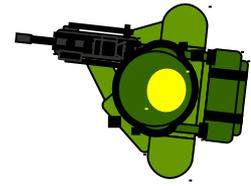
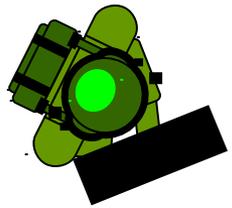
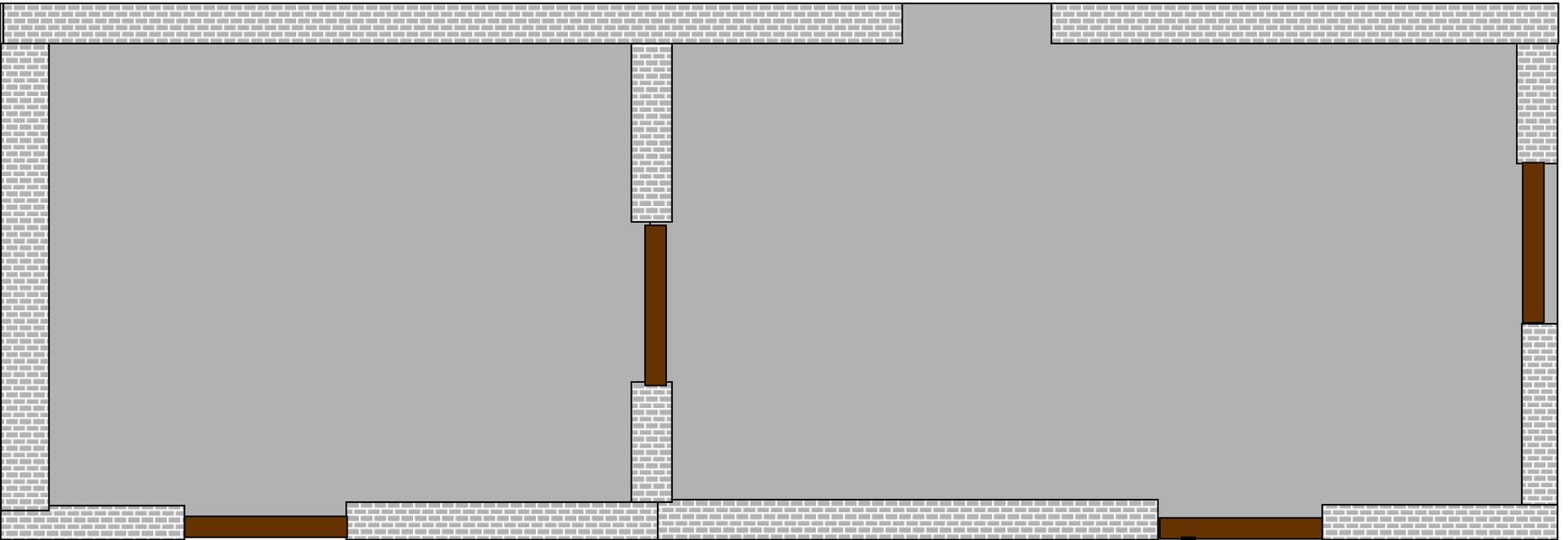
PREPARER



N°1 DU DEUXIEME TRINOME
TESTE LA PORTE, APPUYE PAR
SON N°2 ET N°1 DU PREMIER
TRINOME

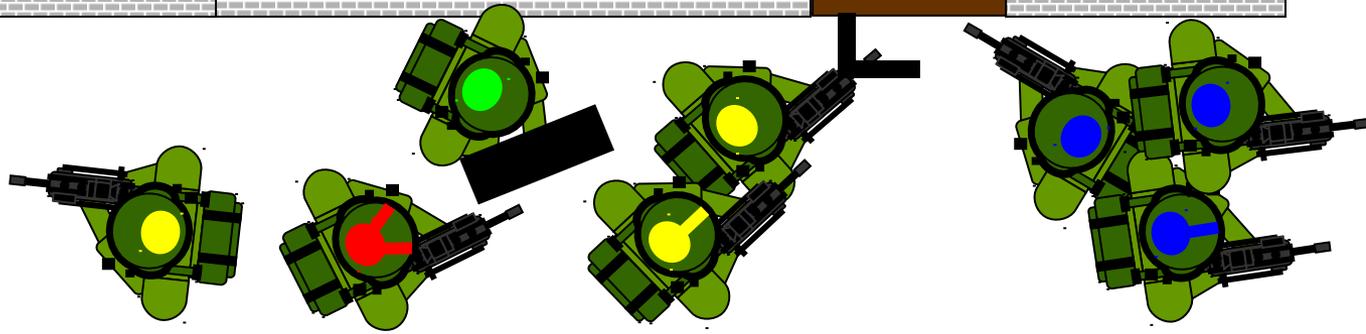
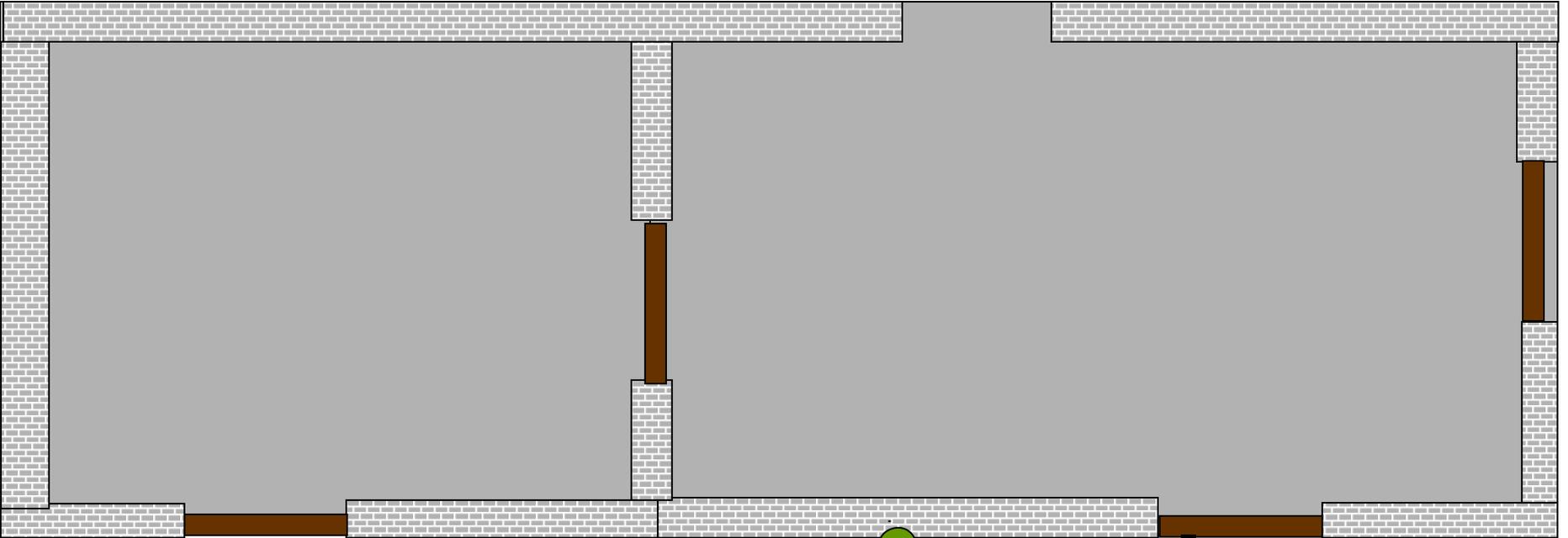
NB : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS
PRES DE LA POIGNEE QUI OUVRE LA PORTE

PREPARER

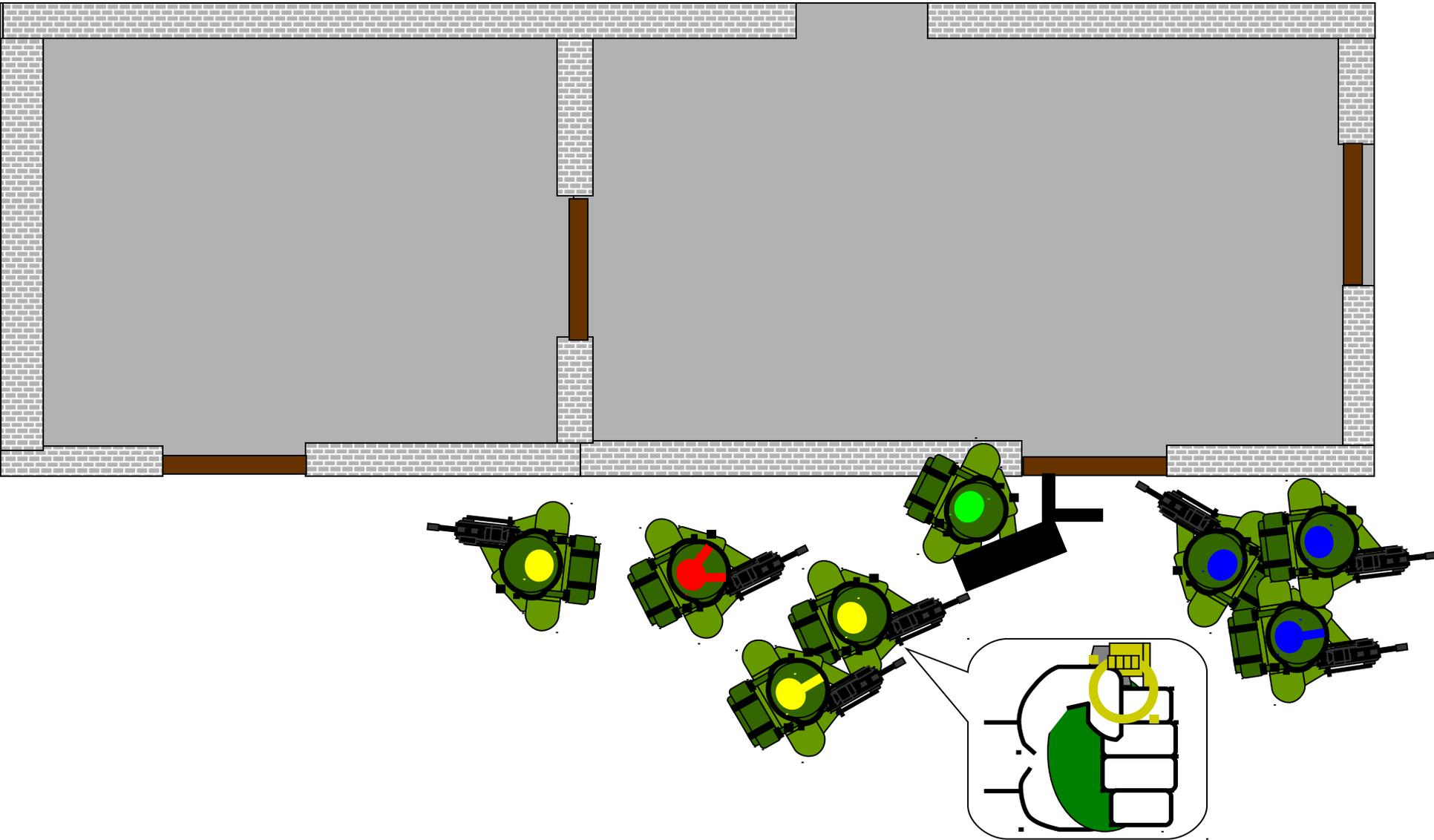


NB : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

PREPARER

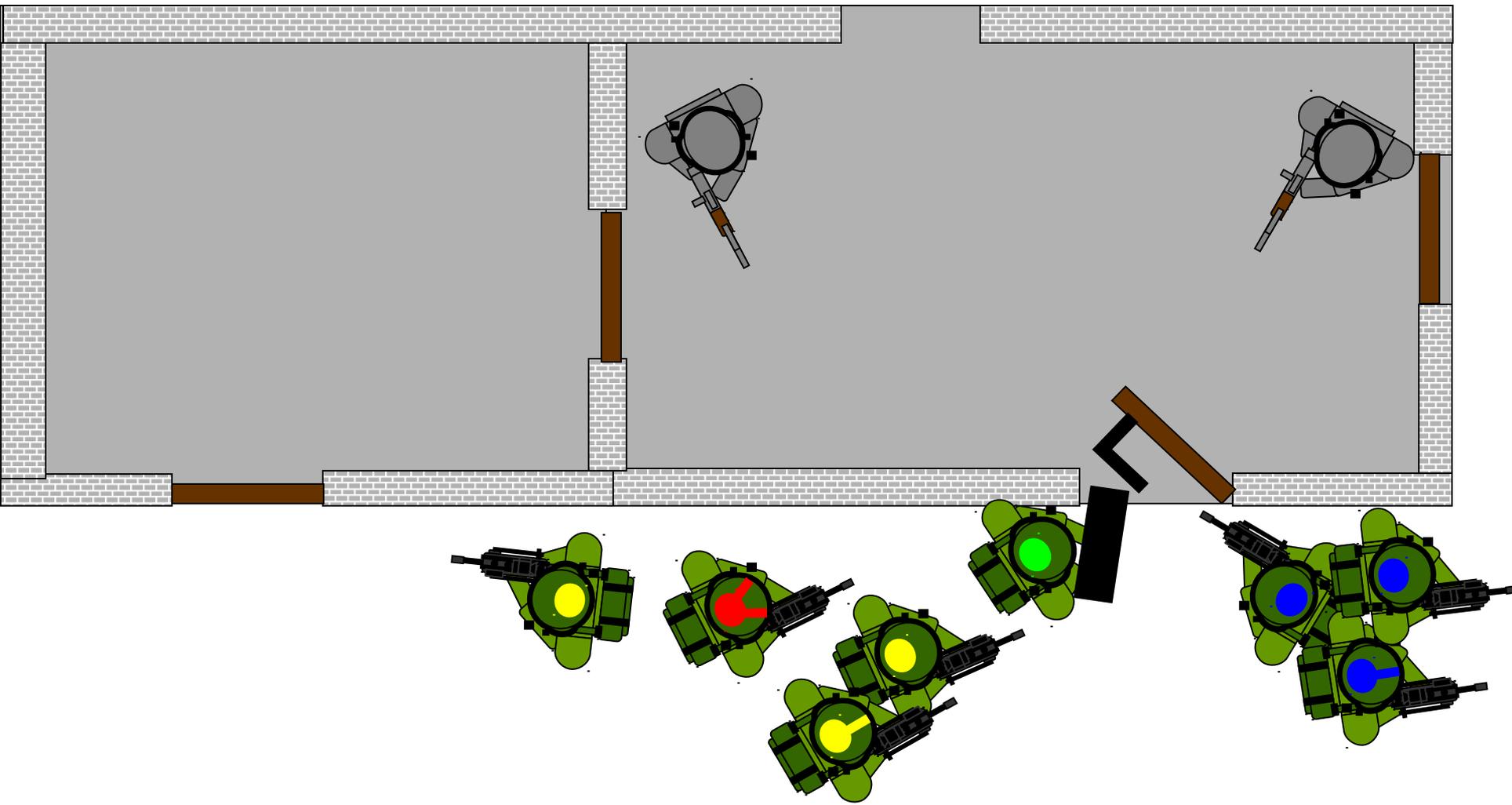


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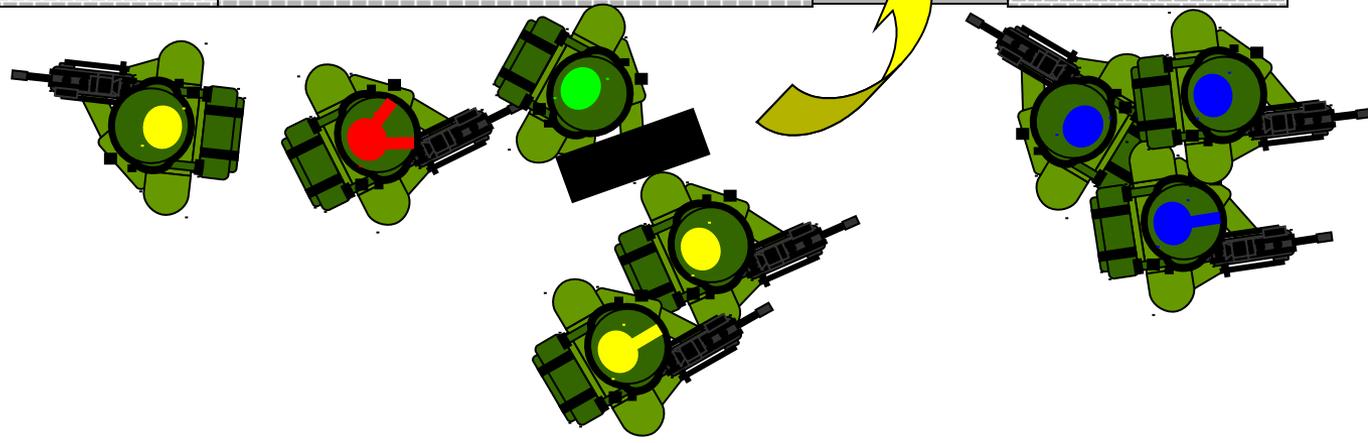
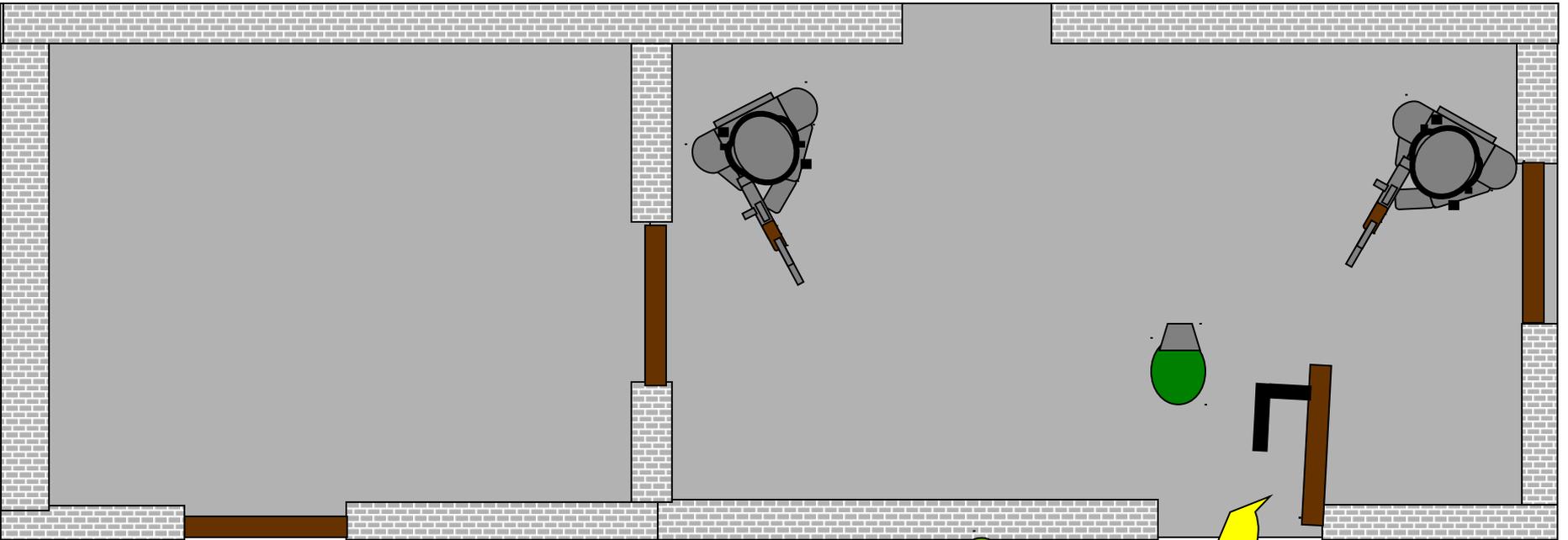


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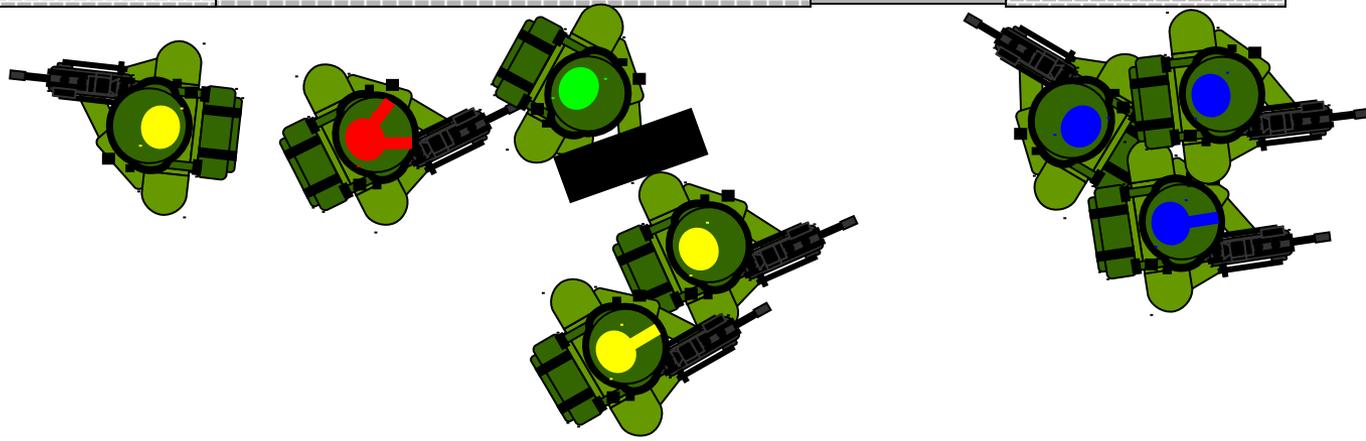
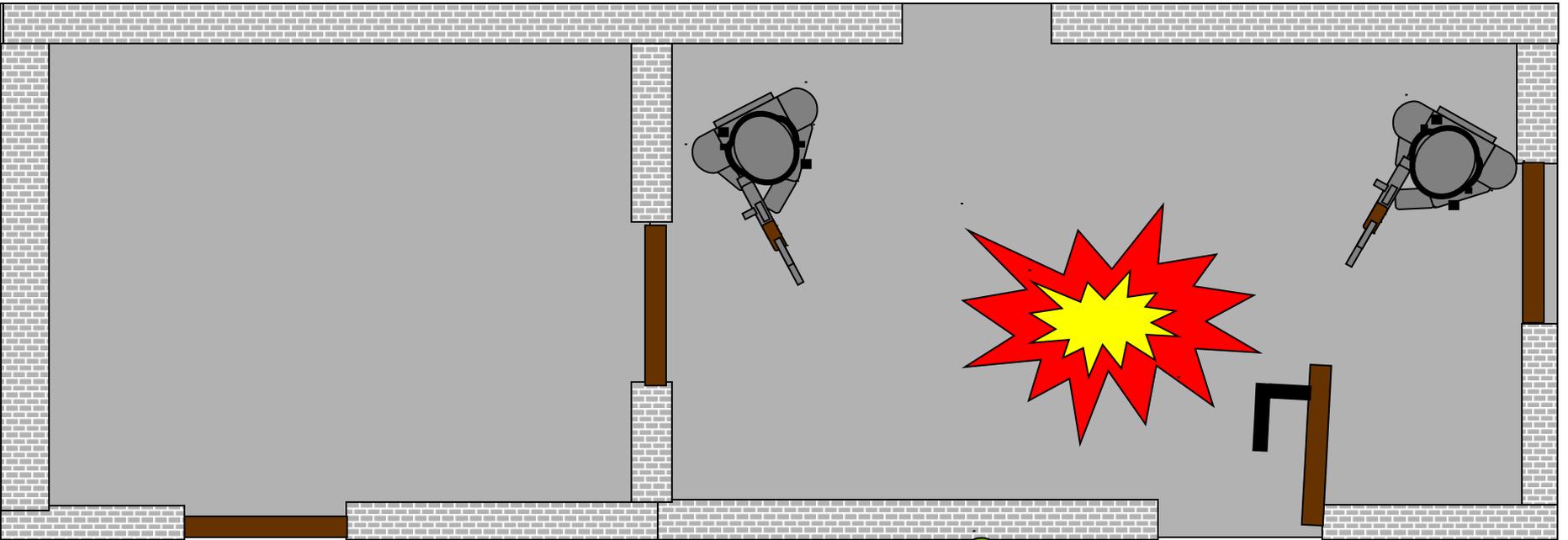
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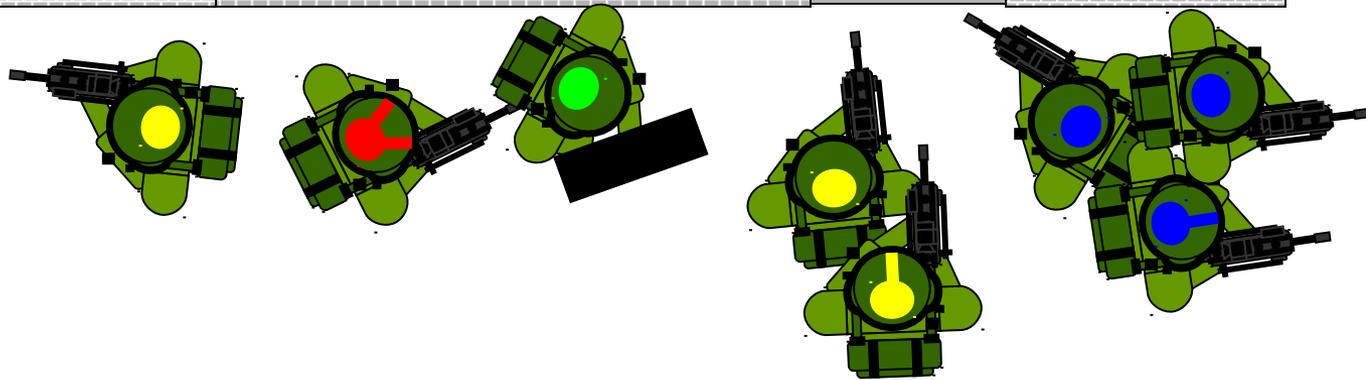
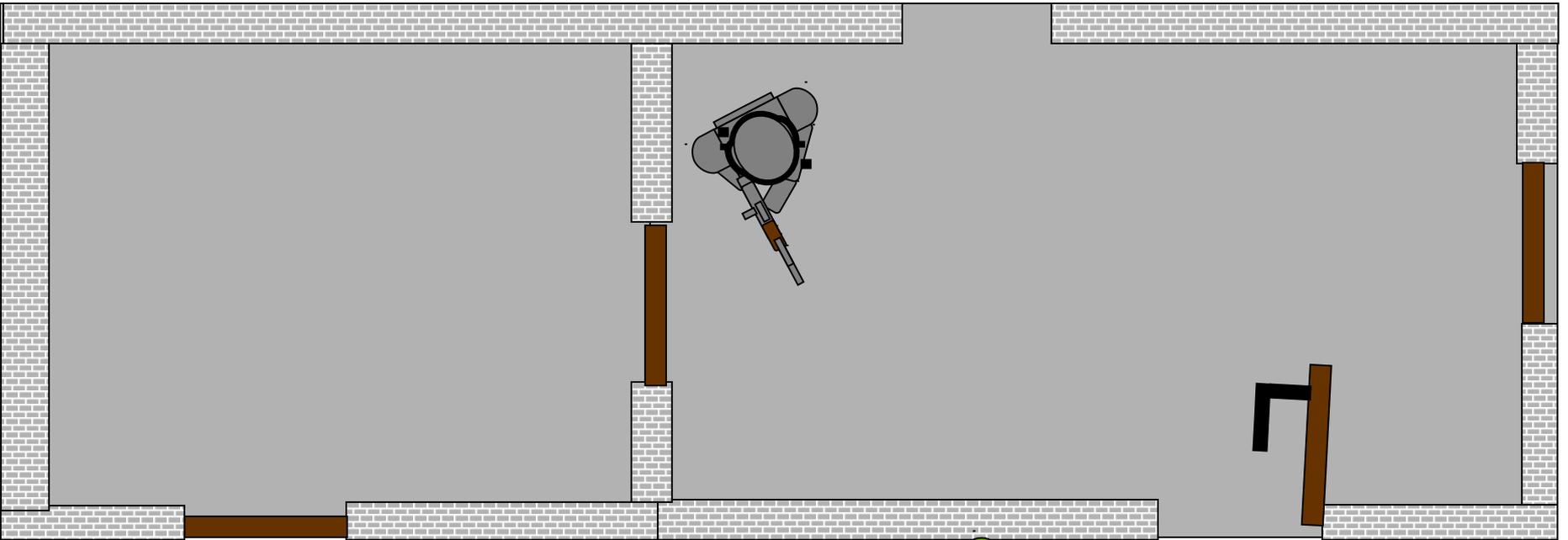
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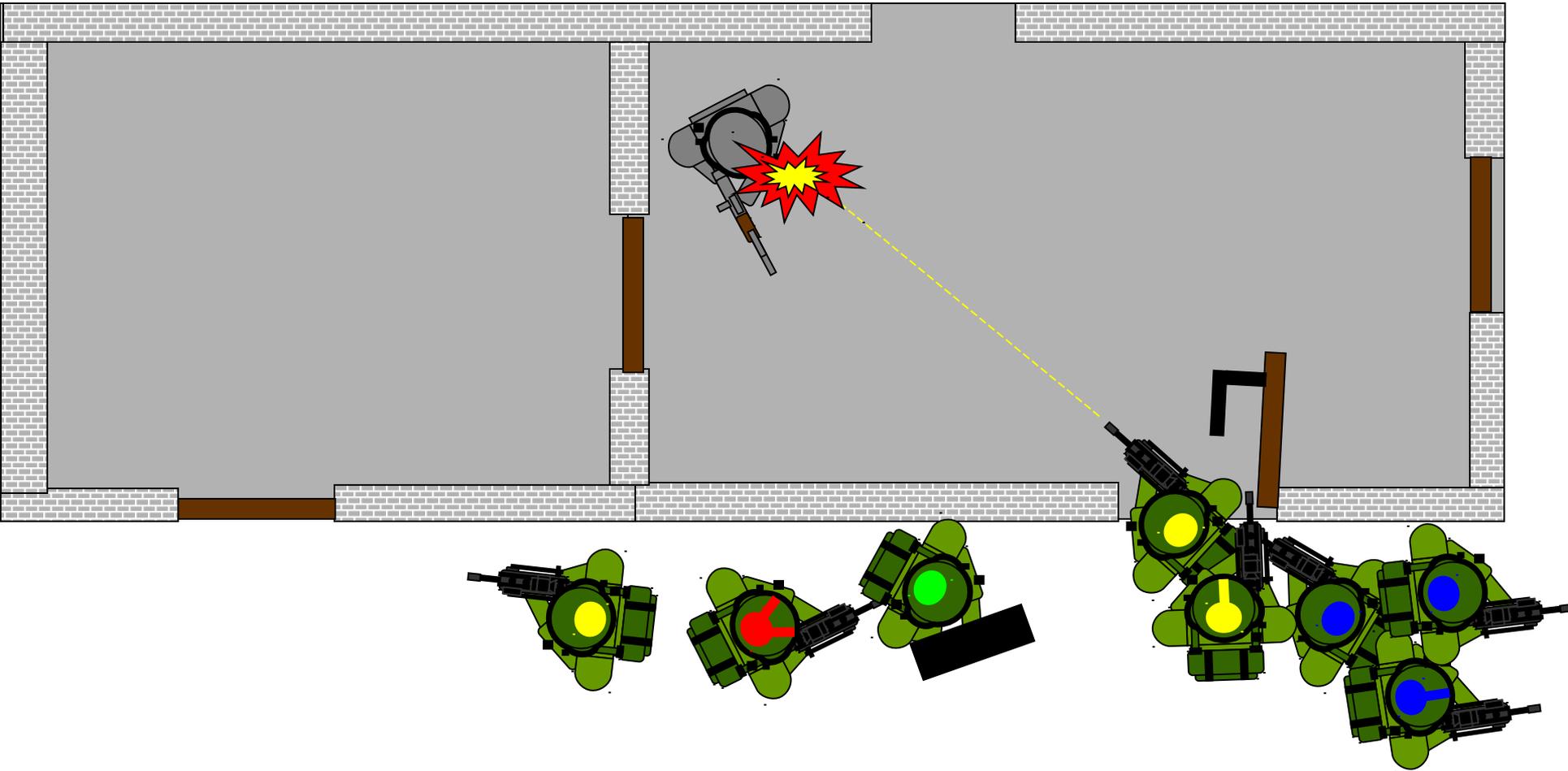
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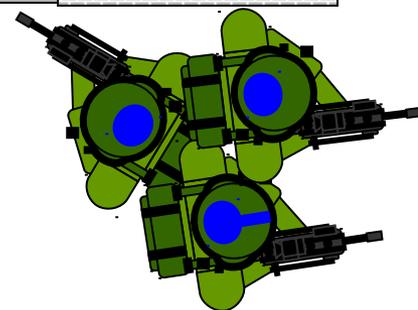
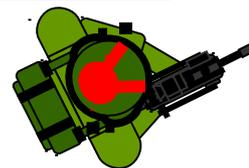
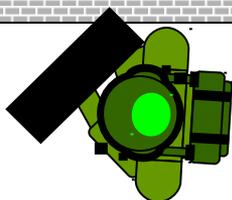
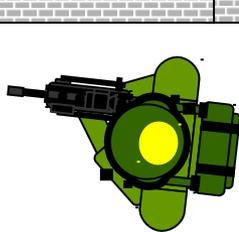
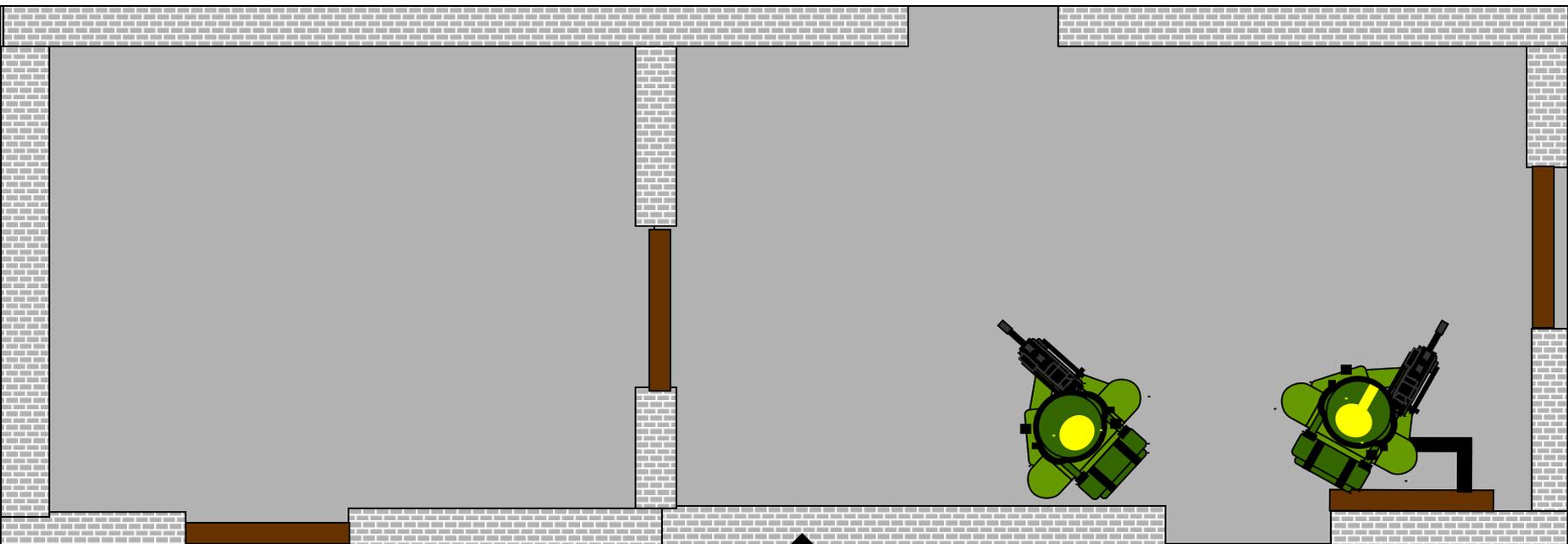
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PENETRER

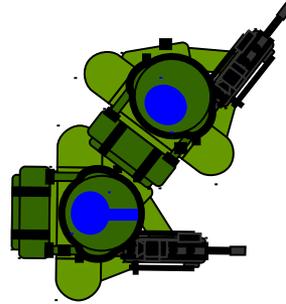
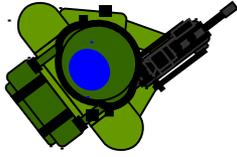
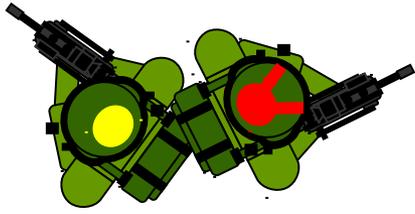
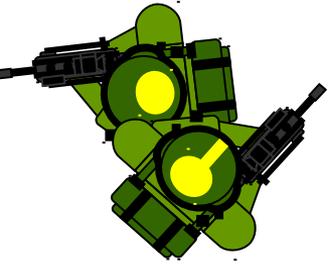
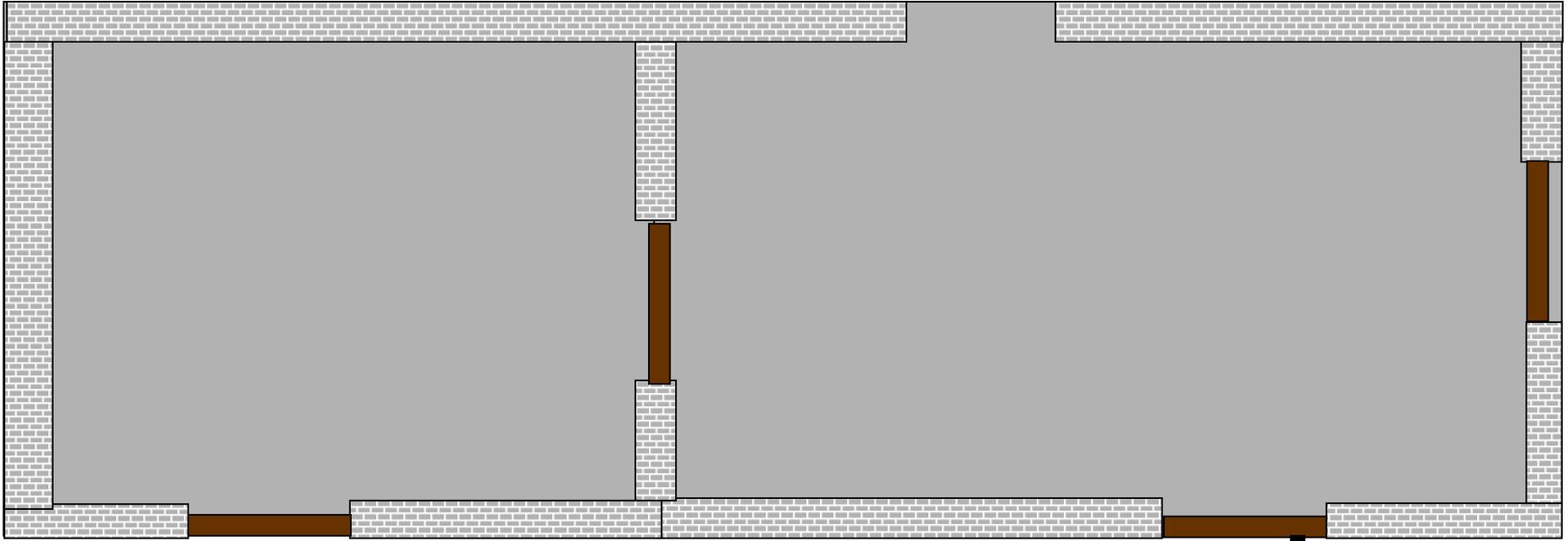


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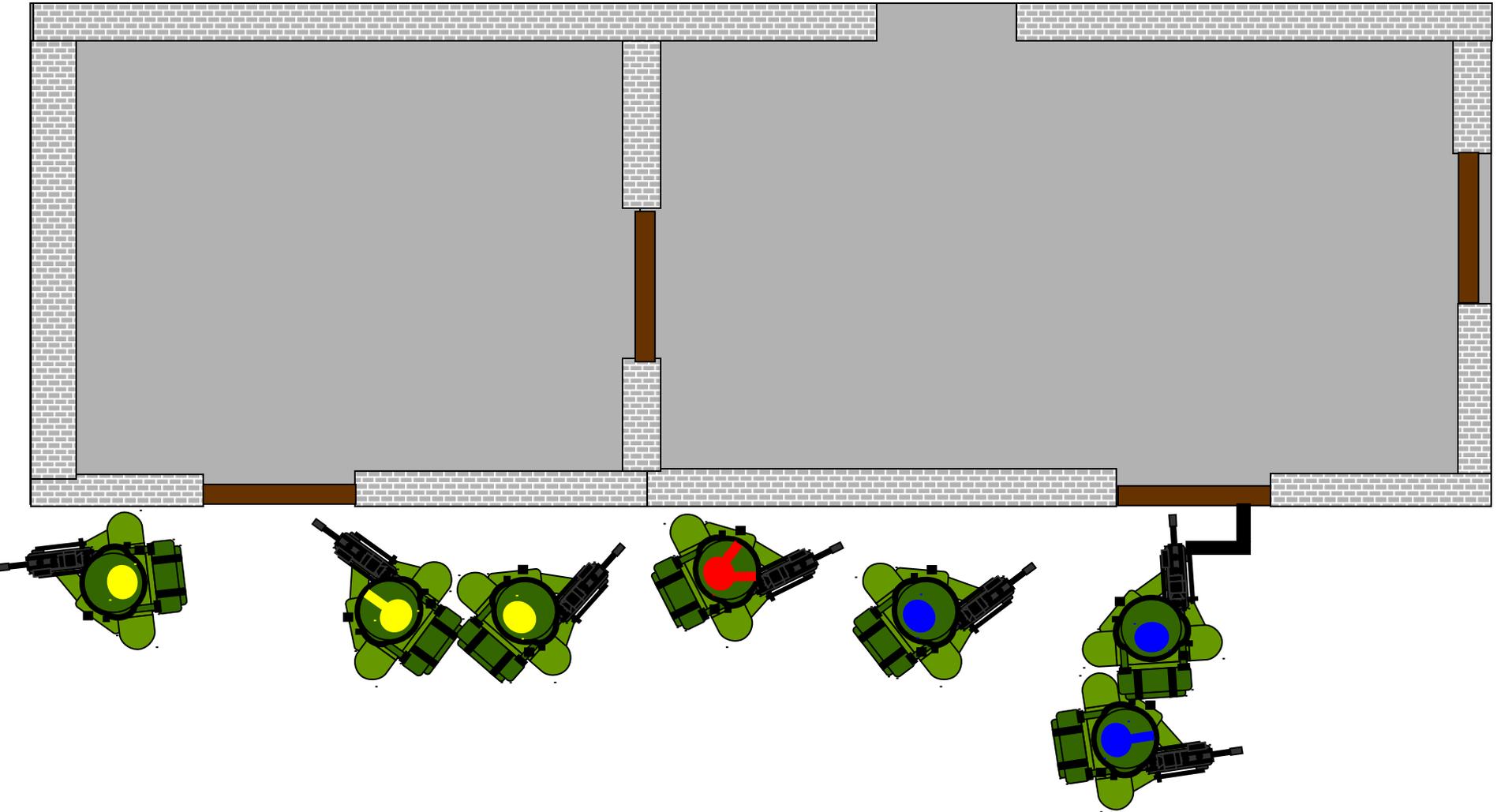


ABORDAGE
ABORDAGE
COTE OPPOSEE POIGNEE
(CONTEXTE 2)

ABORDER

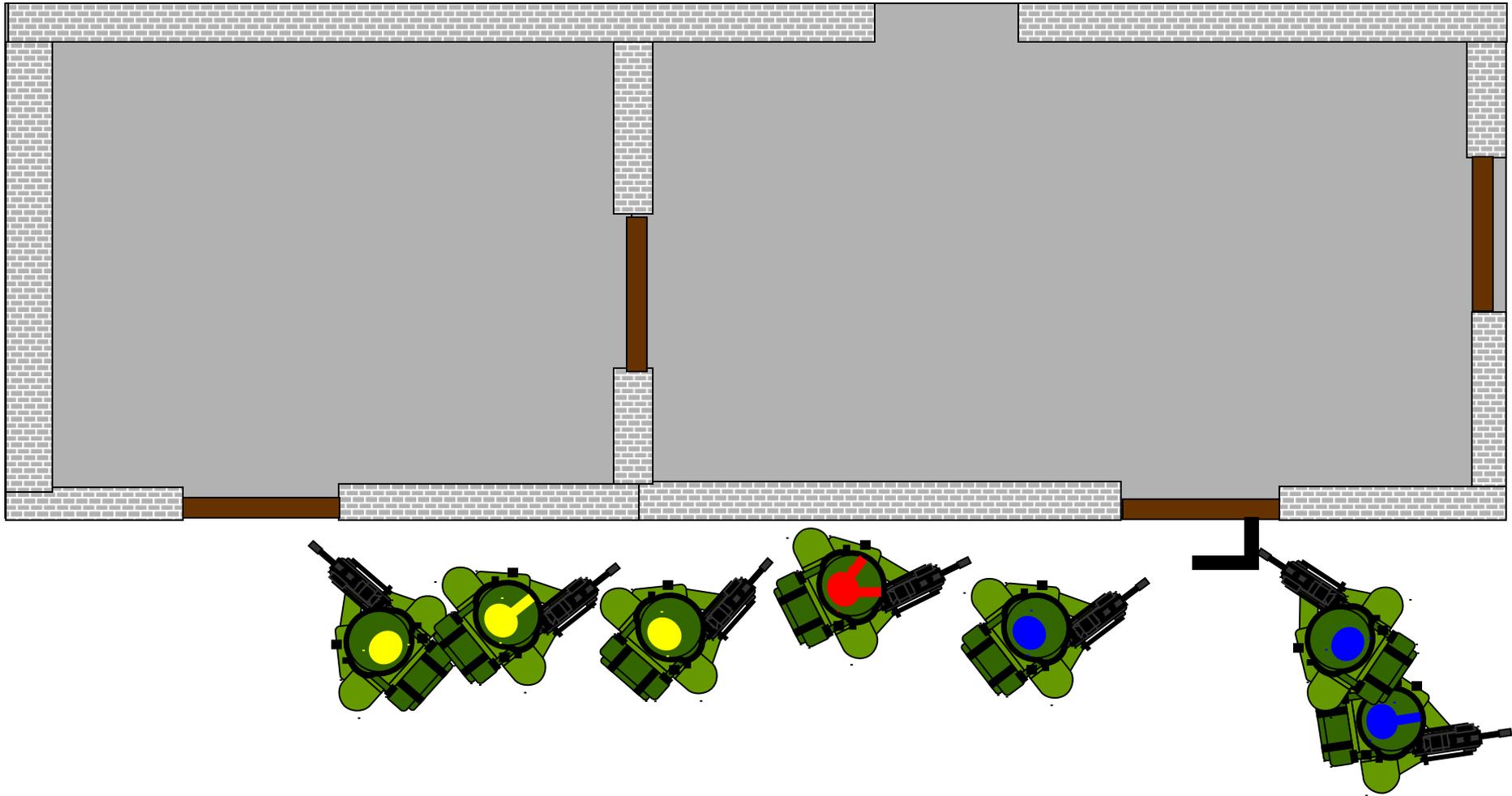


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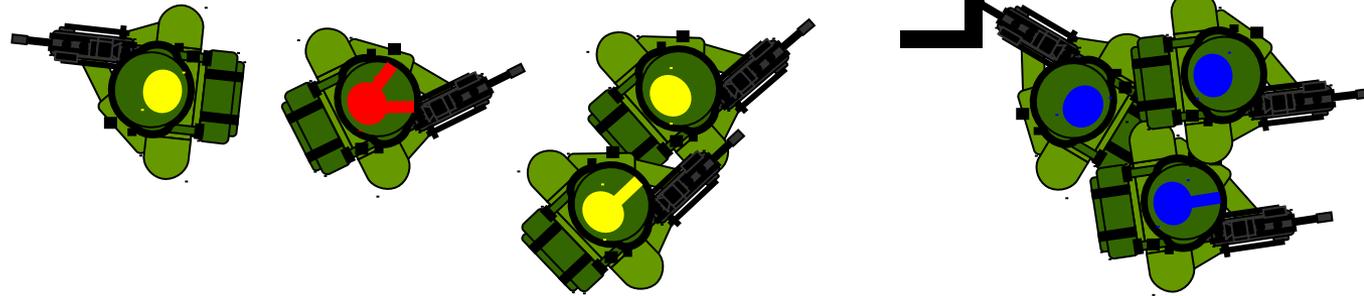
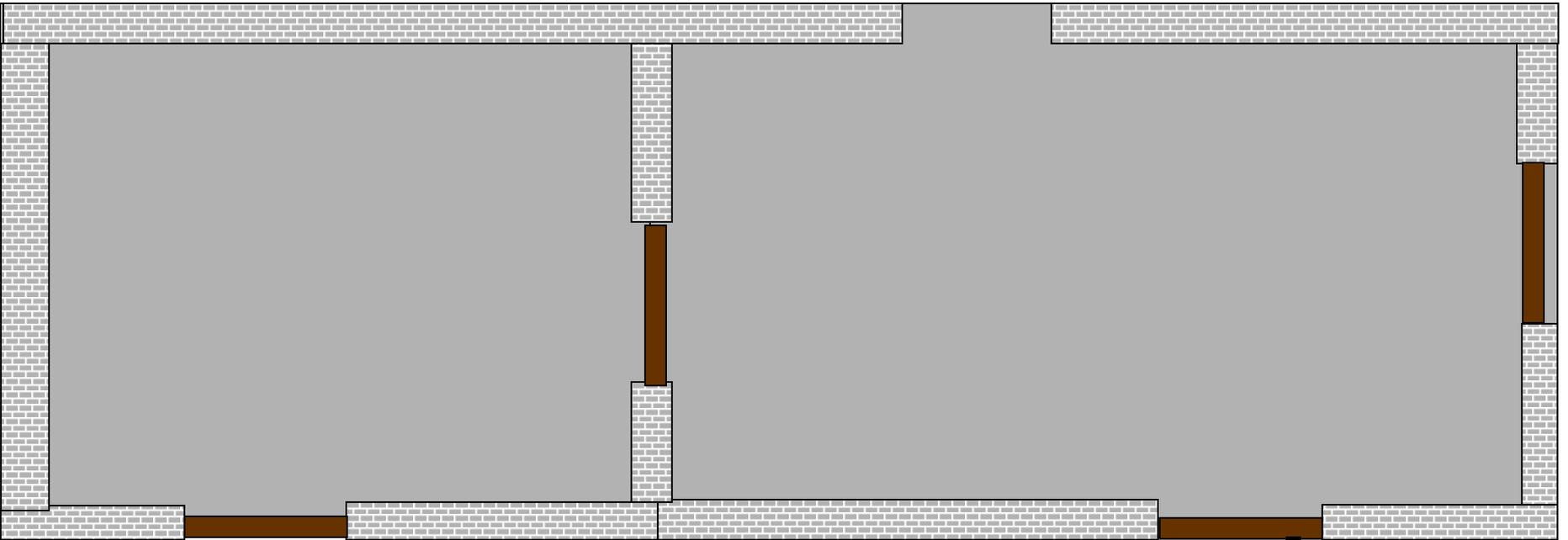
NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

ABORDER



NB : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

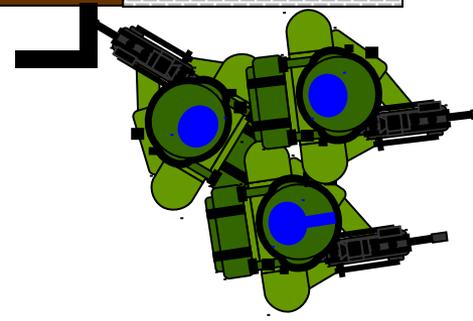
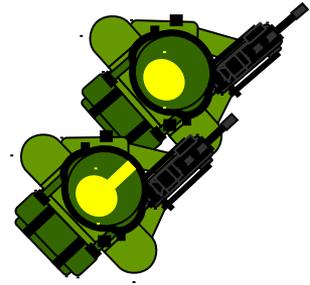
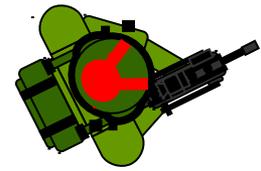
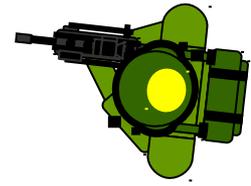
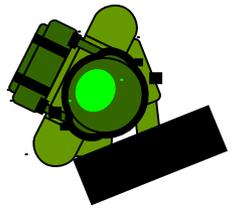
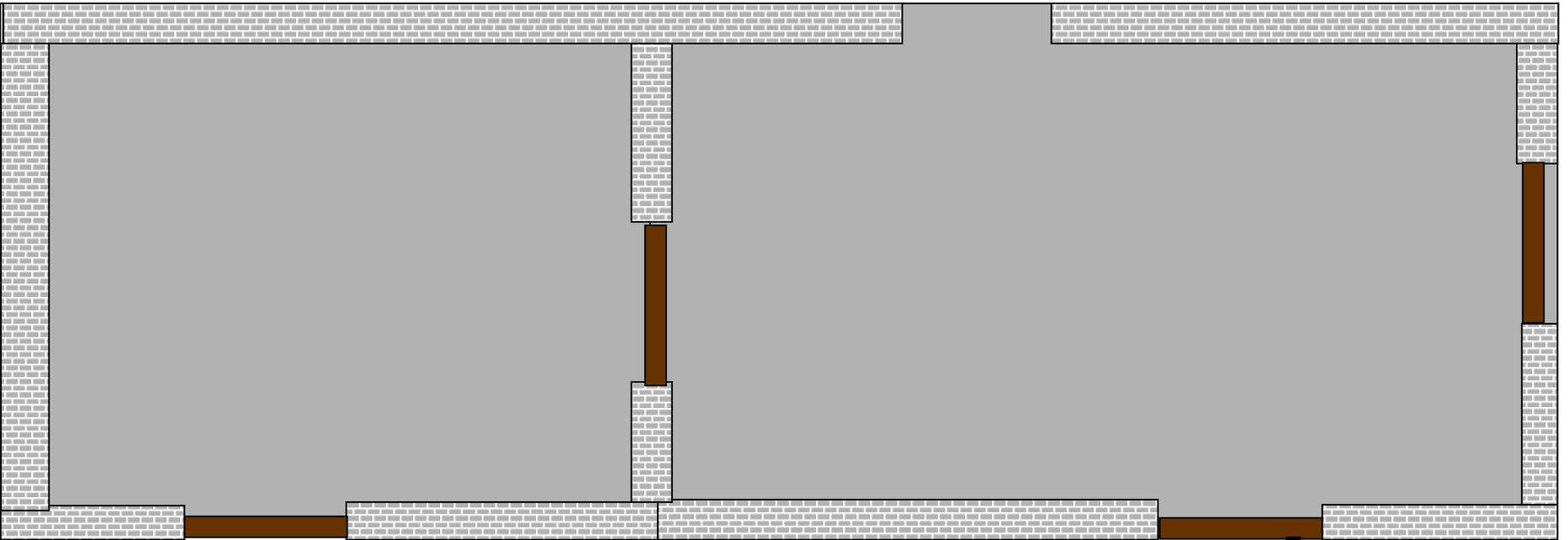
PREPARER



N°3 DU PREMIER TRINOME
TESTE LA PORTE, APPUYE PAR
N°2 ET N°1 DU DEUXIEME
TRINOME

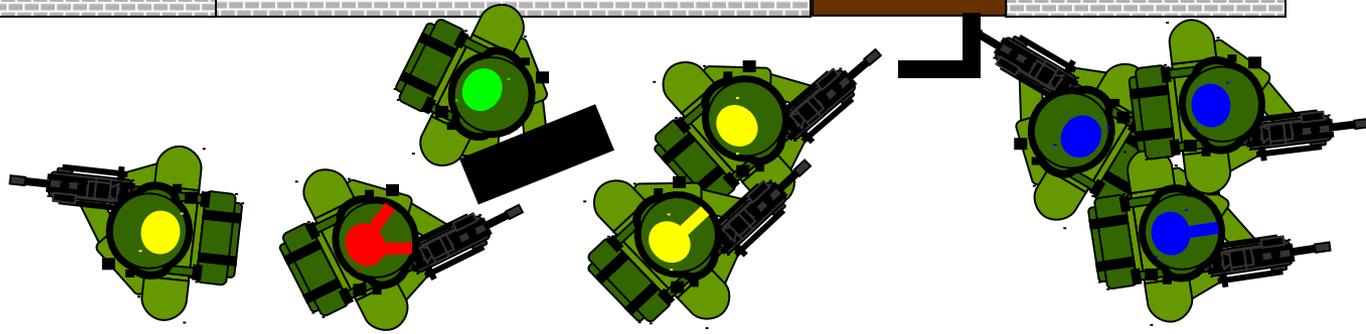
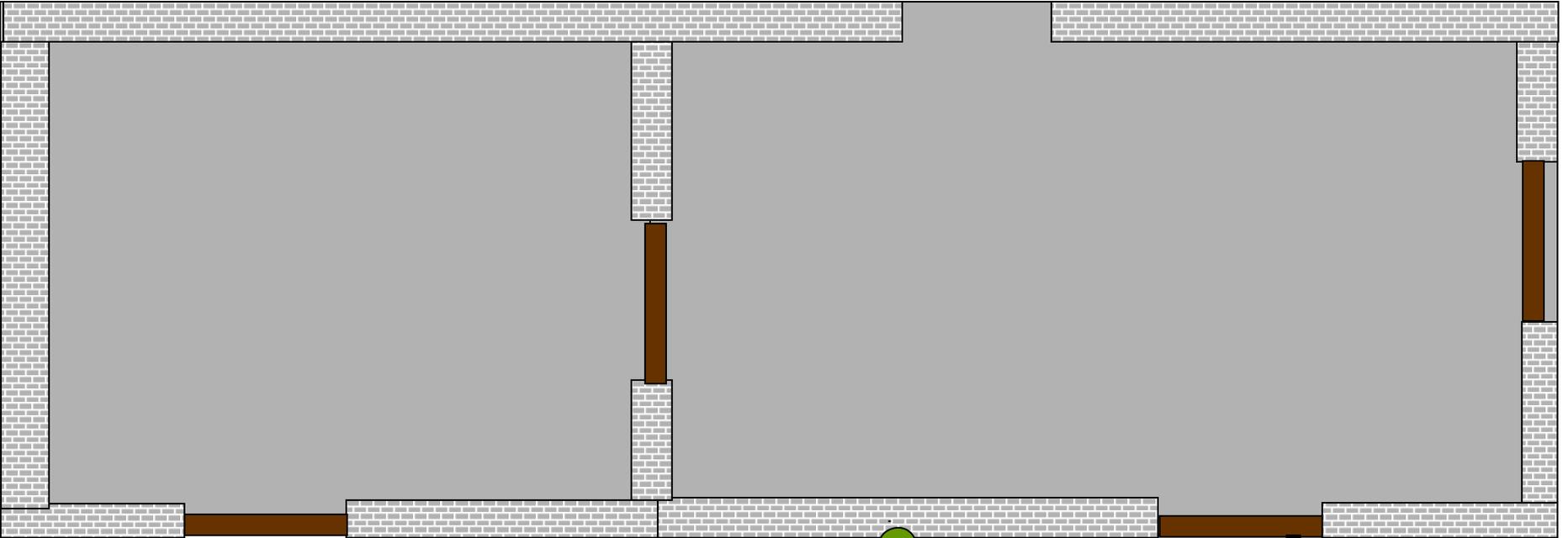
NB : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS
PRES DE LA POIGNEE QUI OUVRE LA PORTE

PREPARER

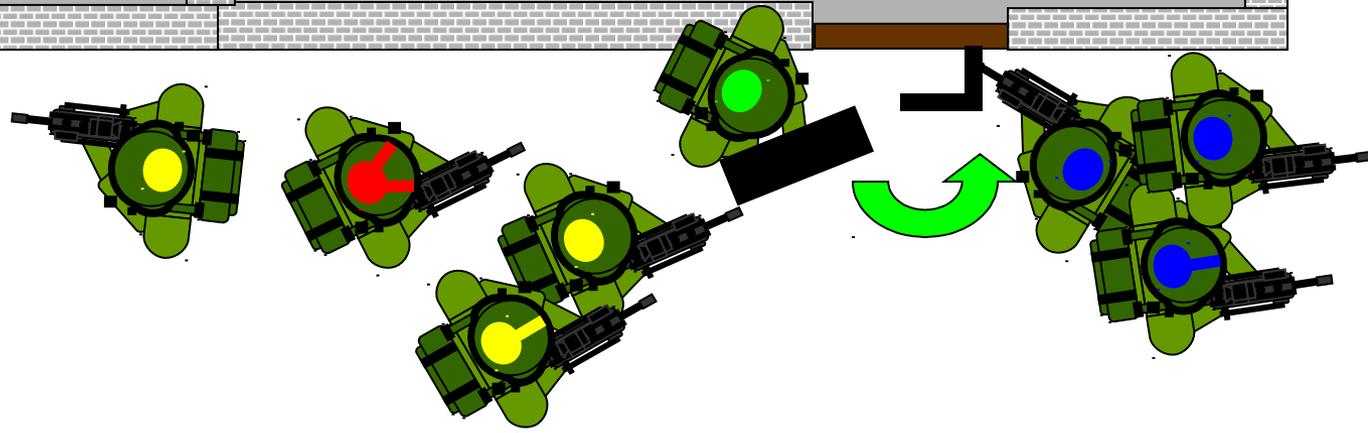
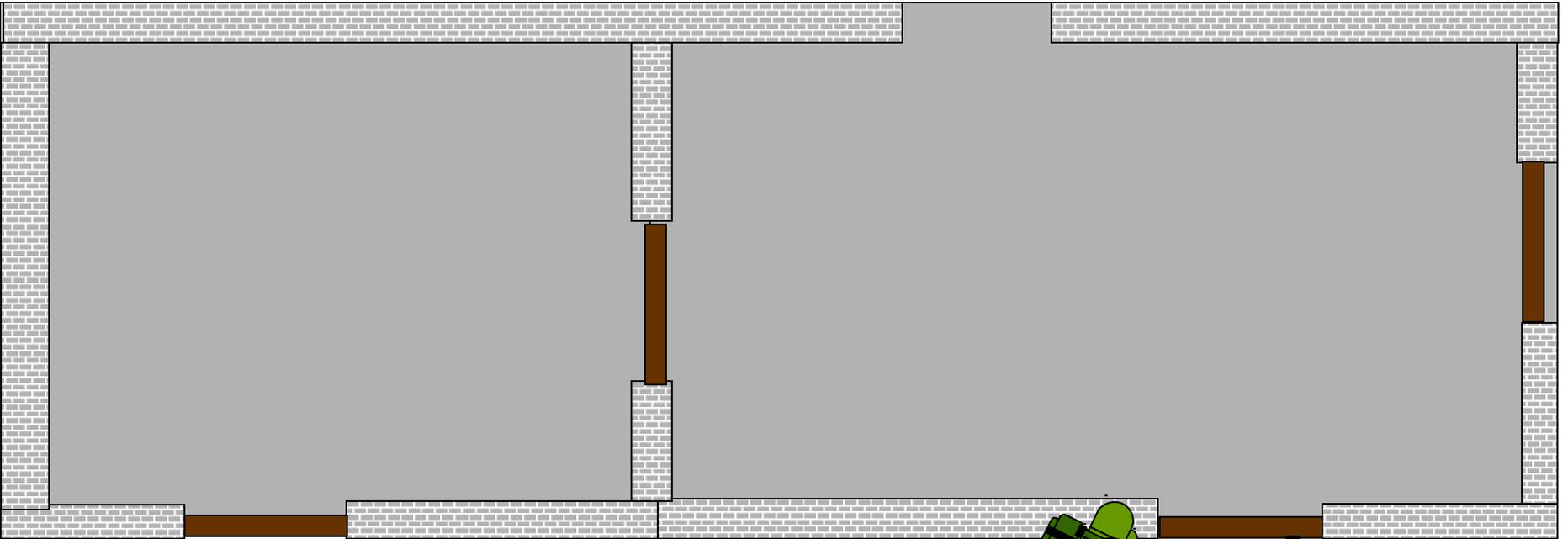


NB : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

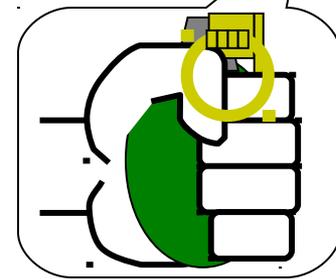
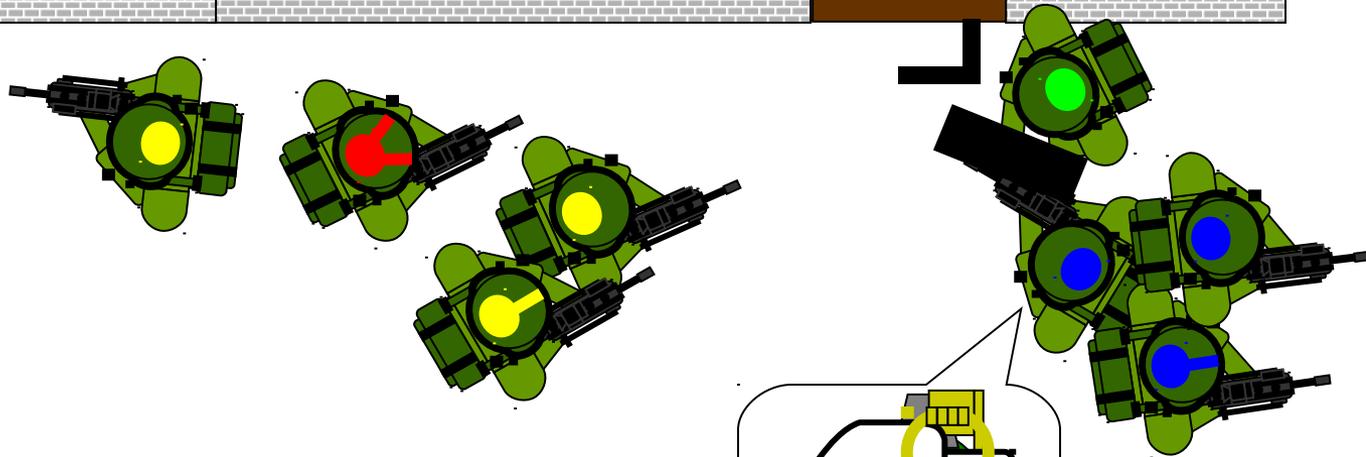
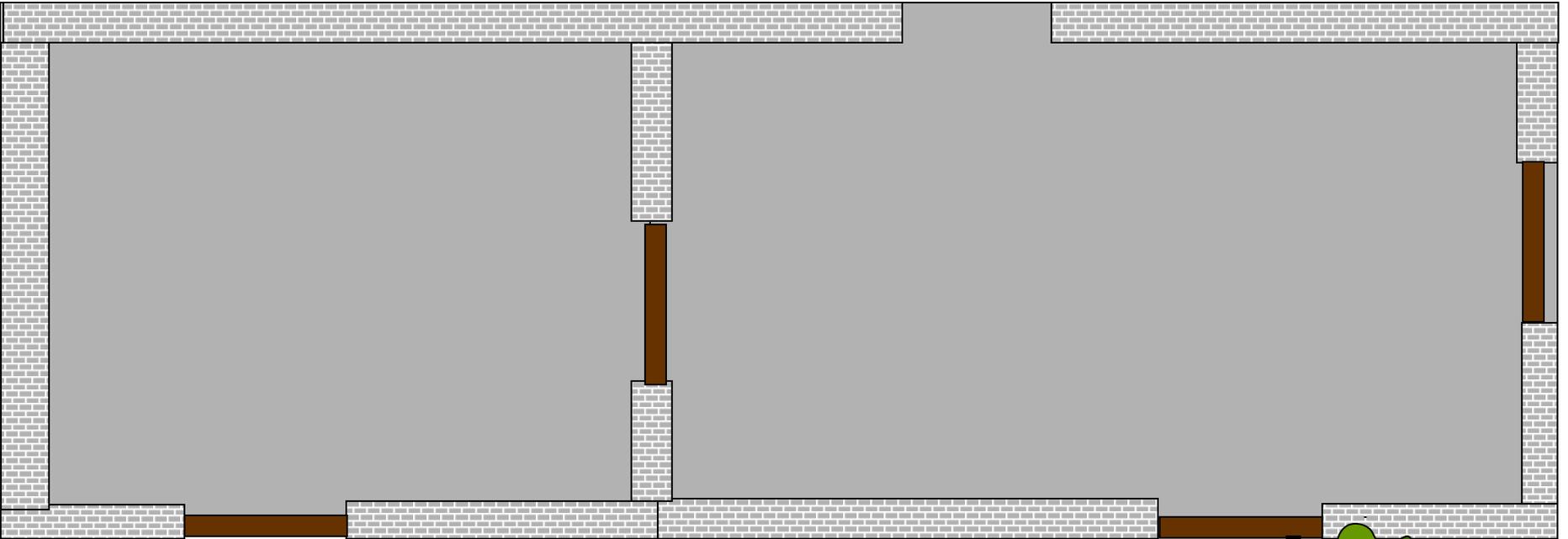
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PREPARER

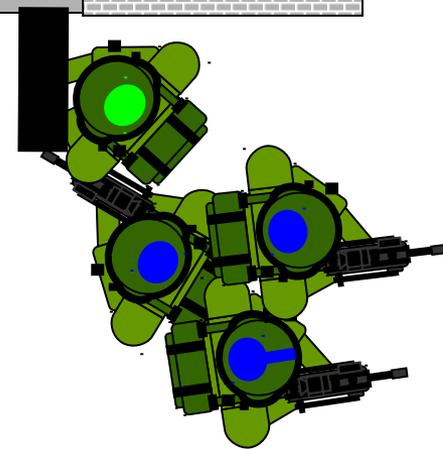
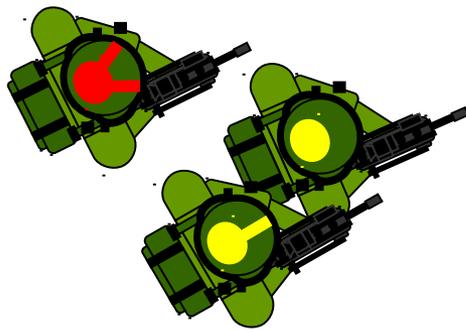
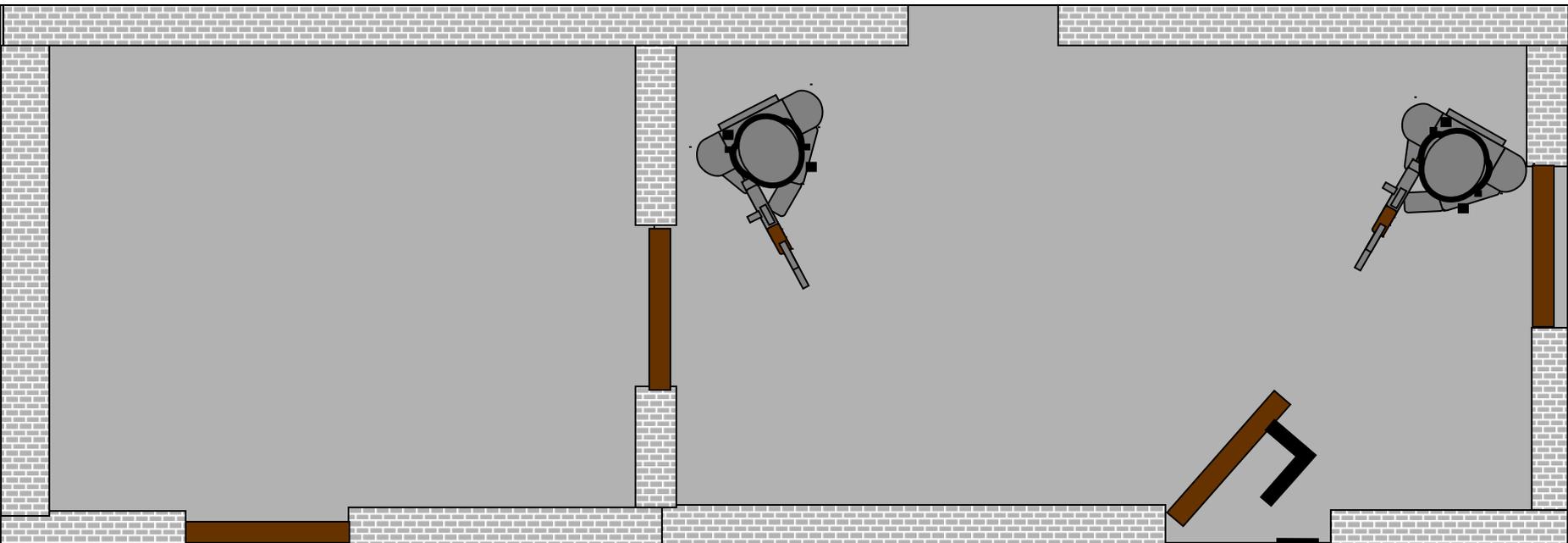


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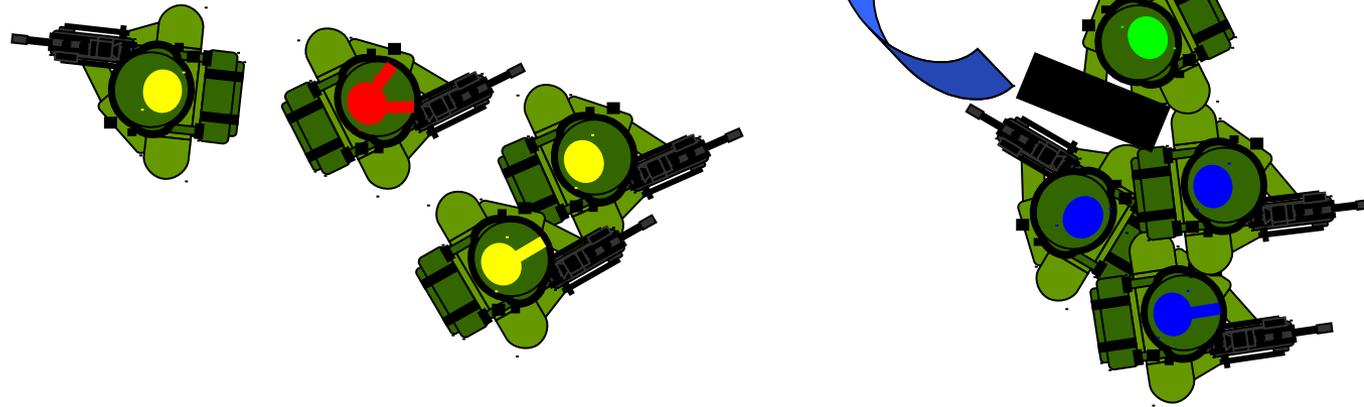
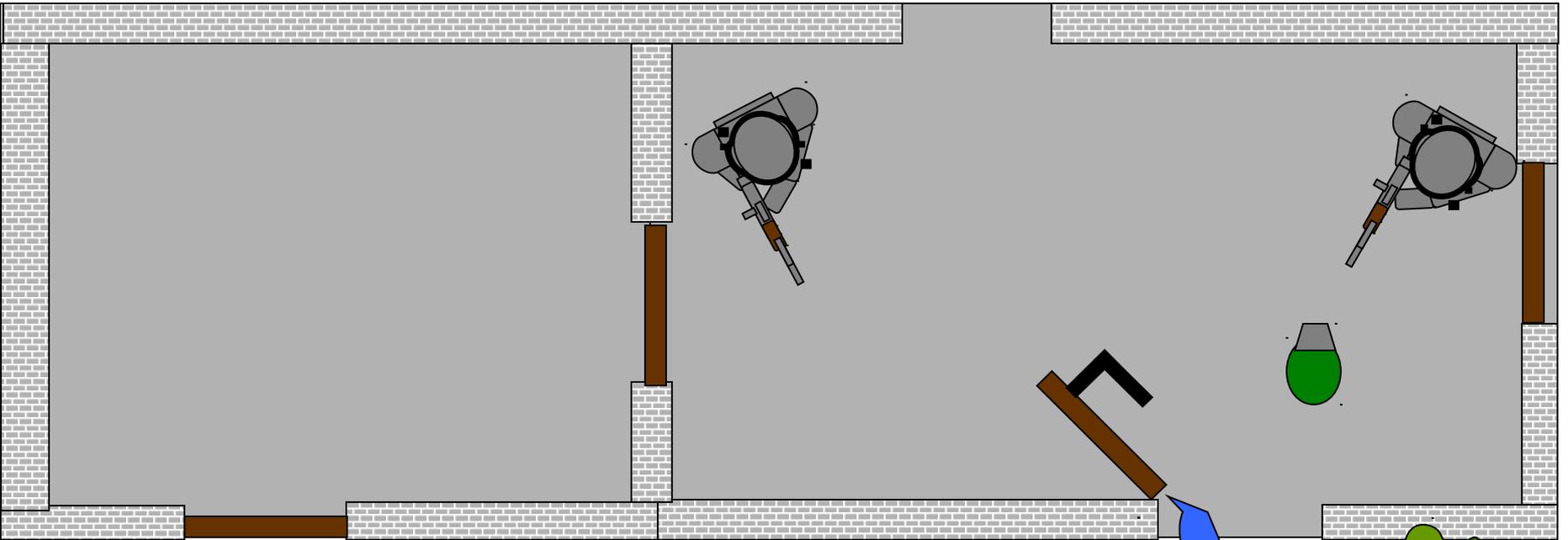


NB : LE N°3 DU TRINOME BLEU PREPARE UNE GRENADE POUR LA LANCER AVANT LA PENETRATION

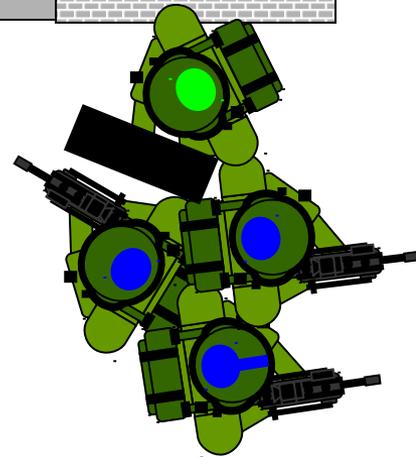
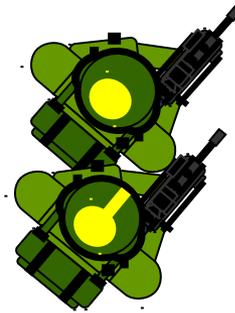
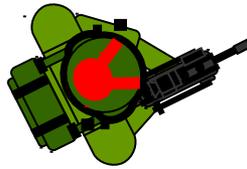
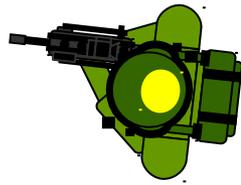
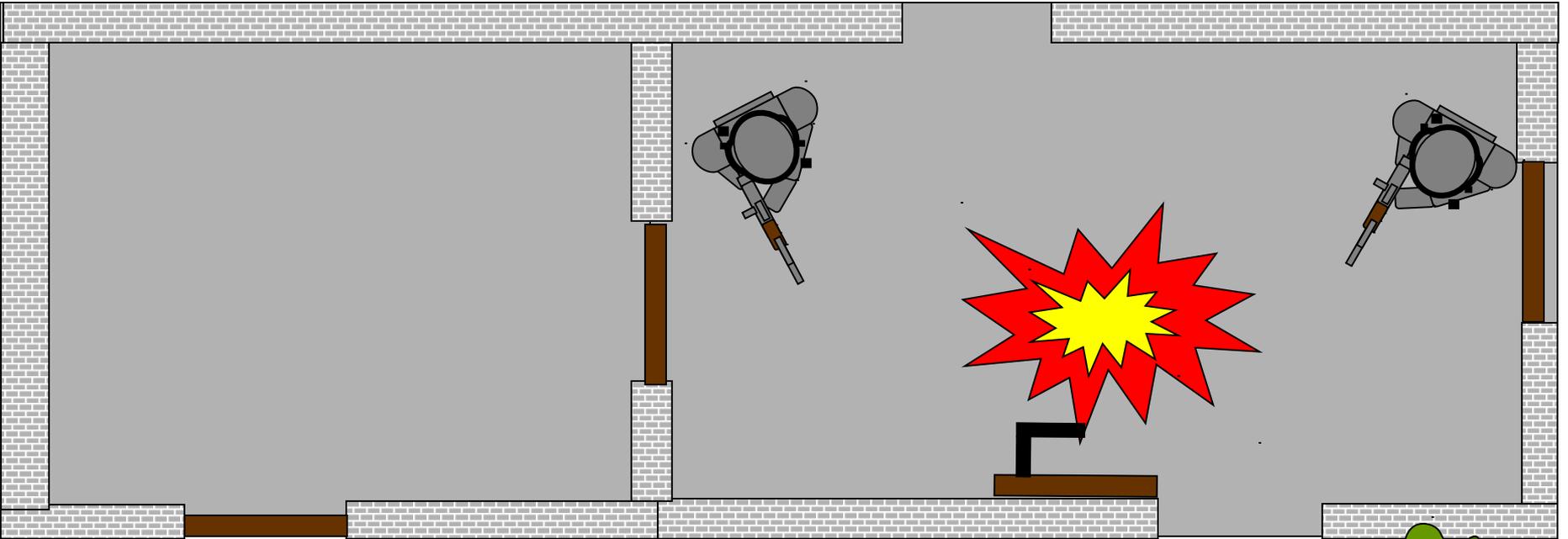
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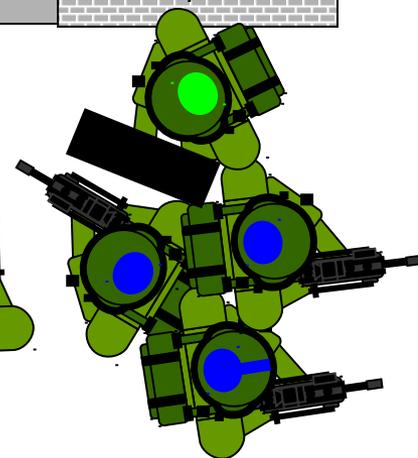
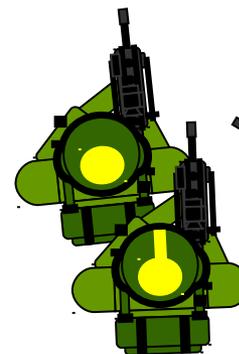
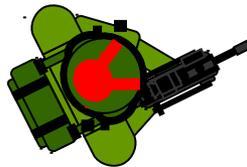
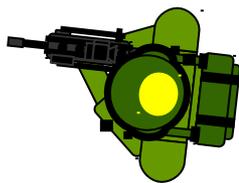
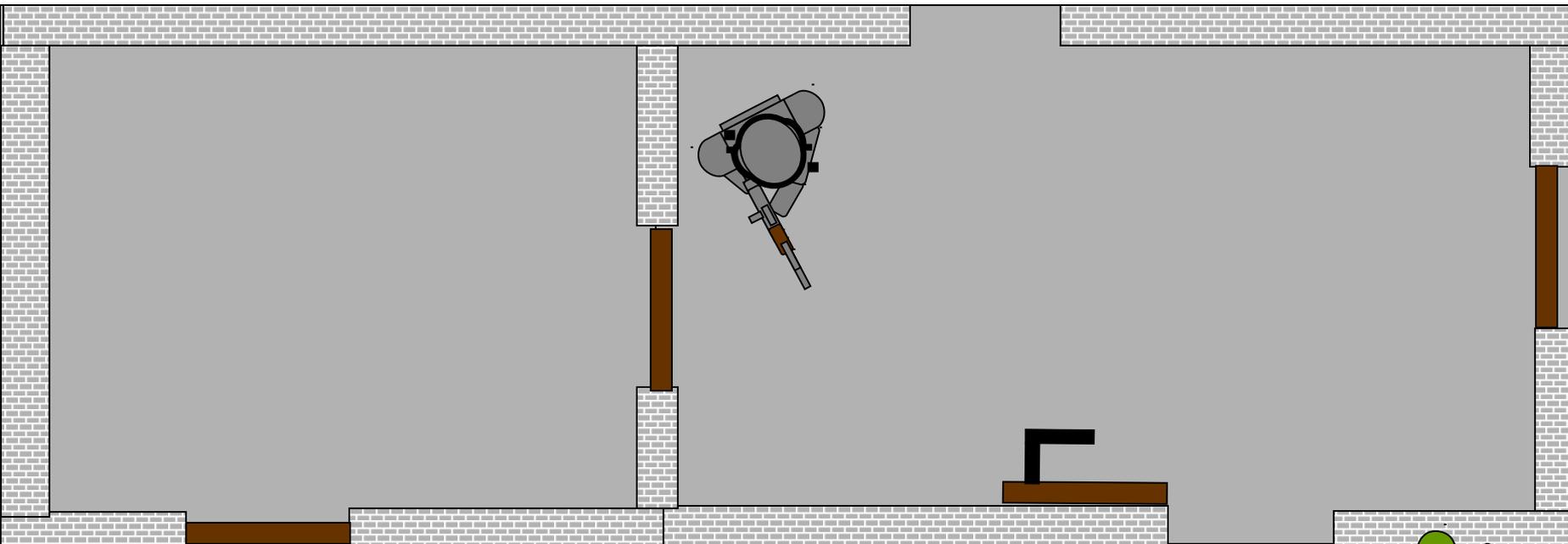
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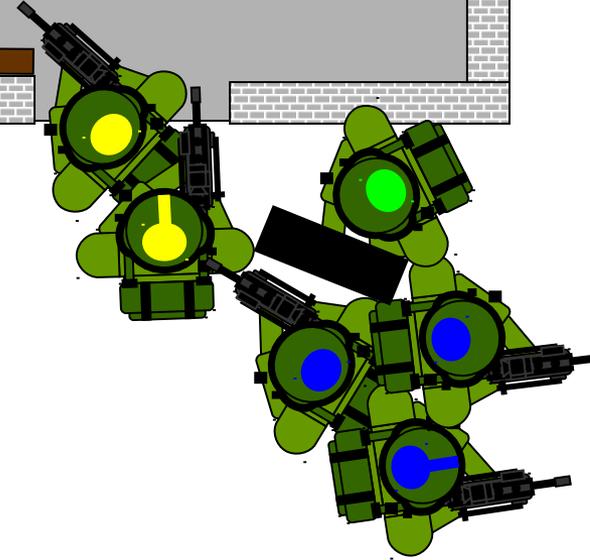
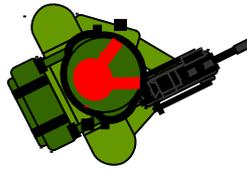
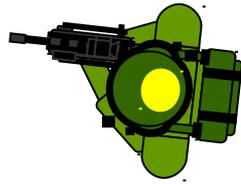
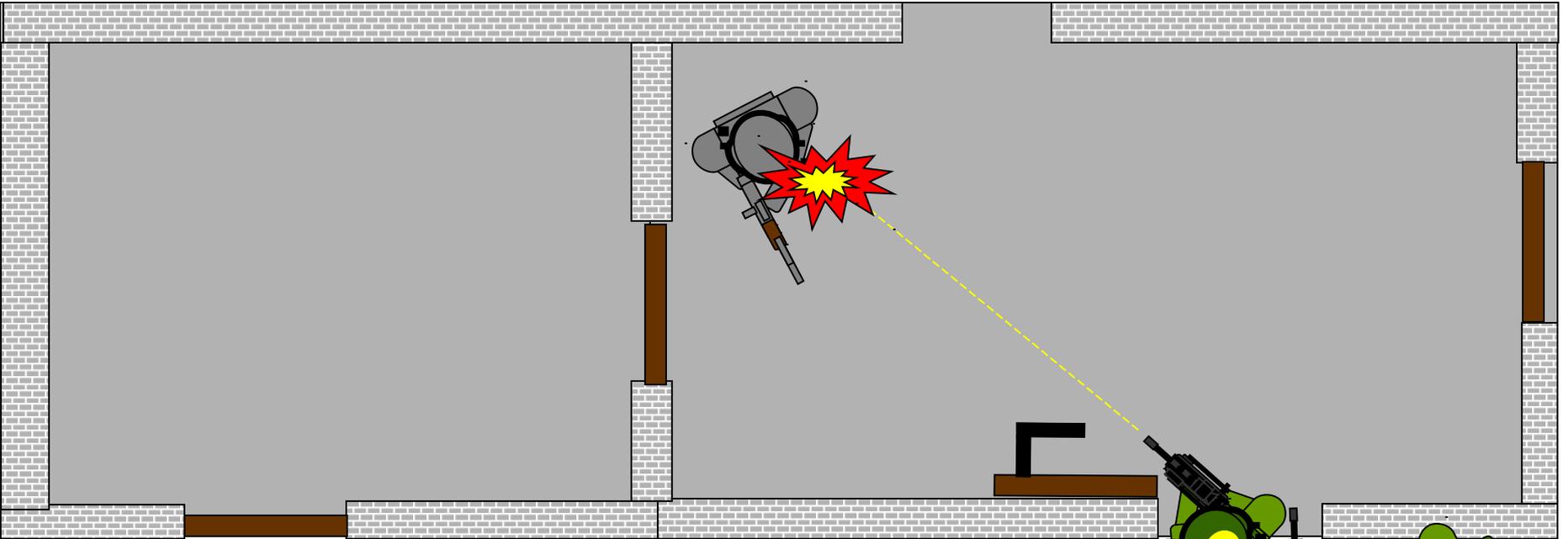
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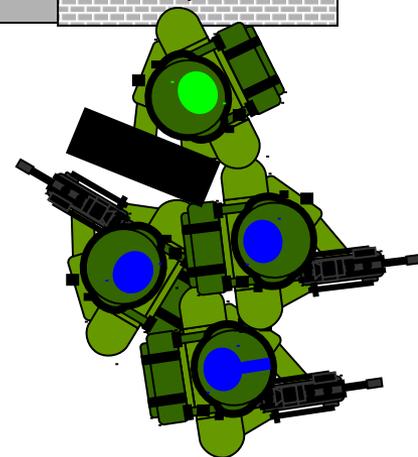
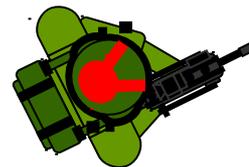
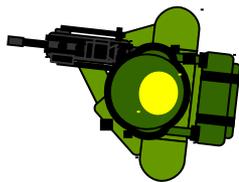
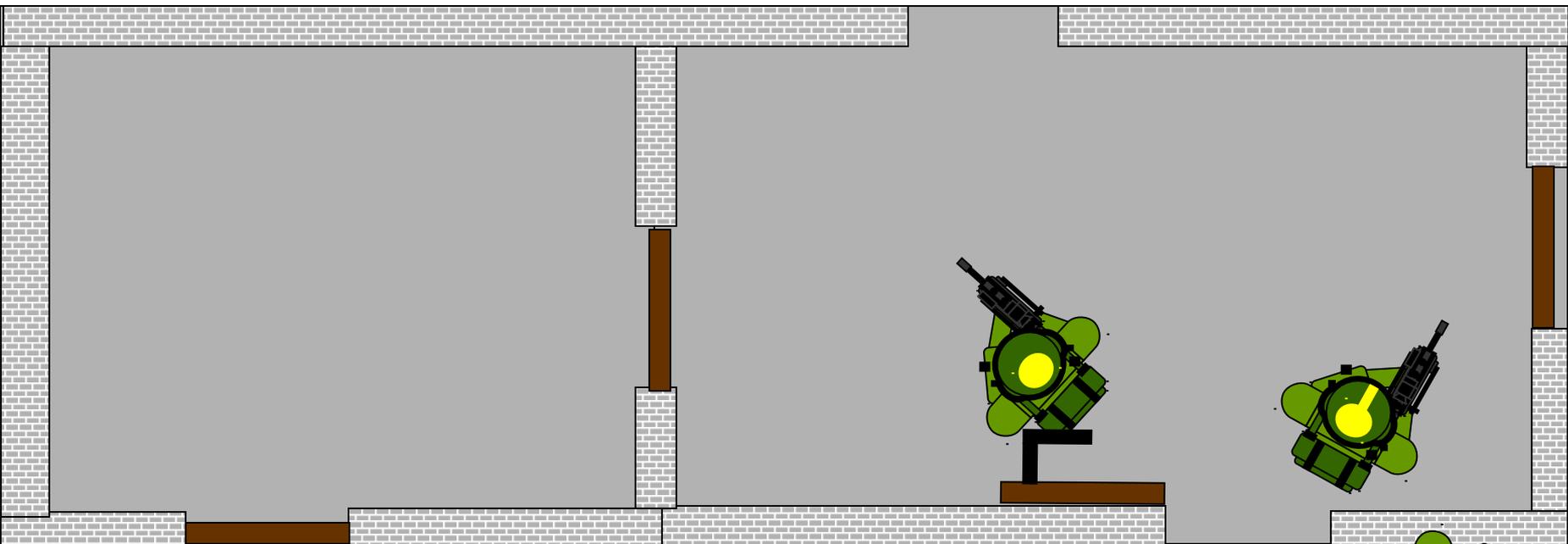
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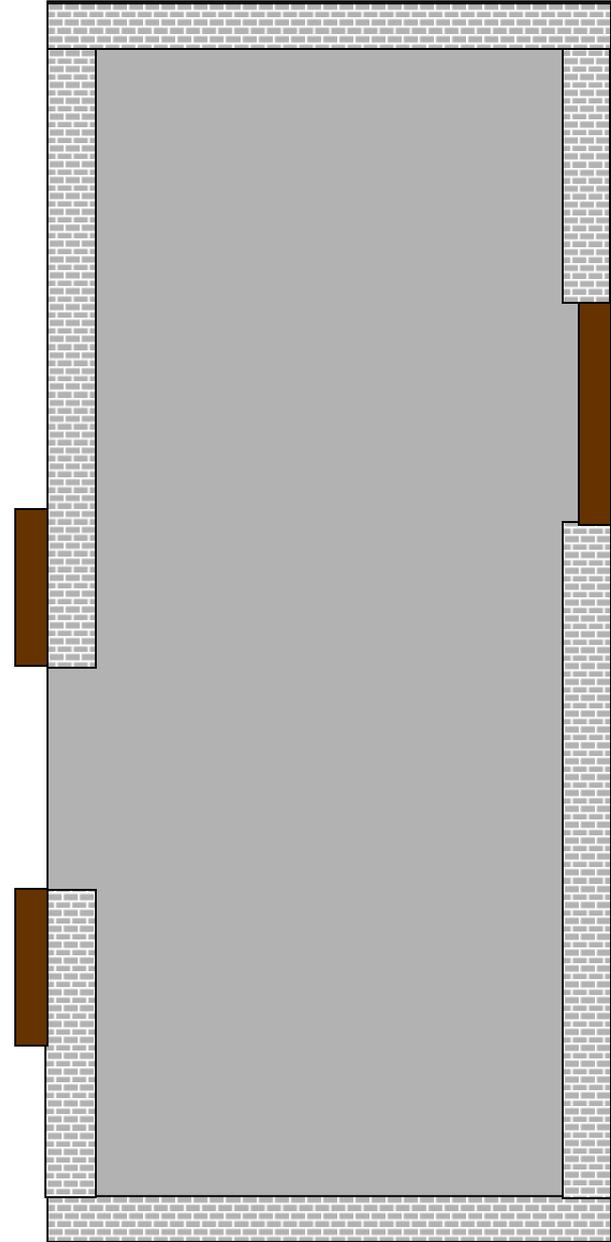
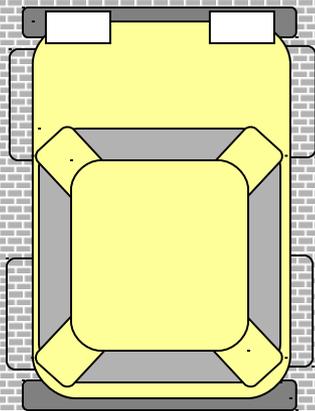
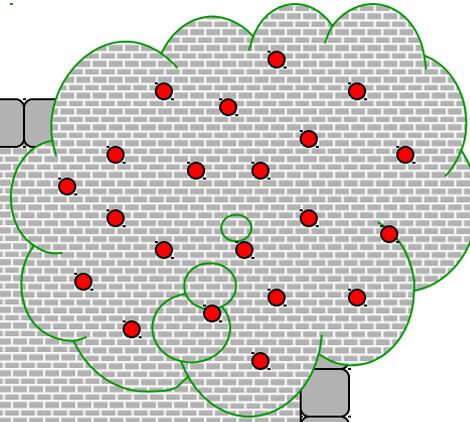
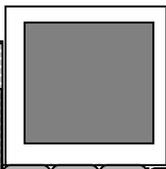
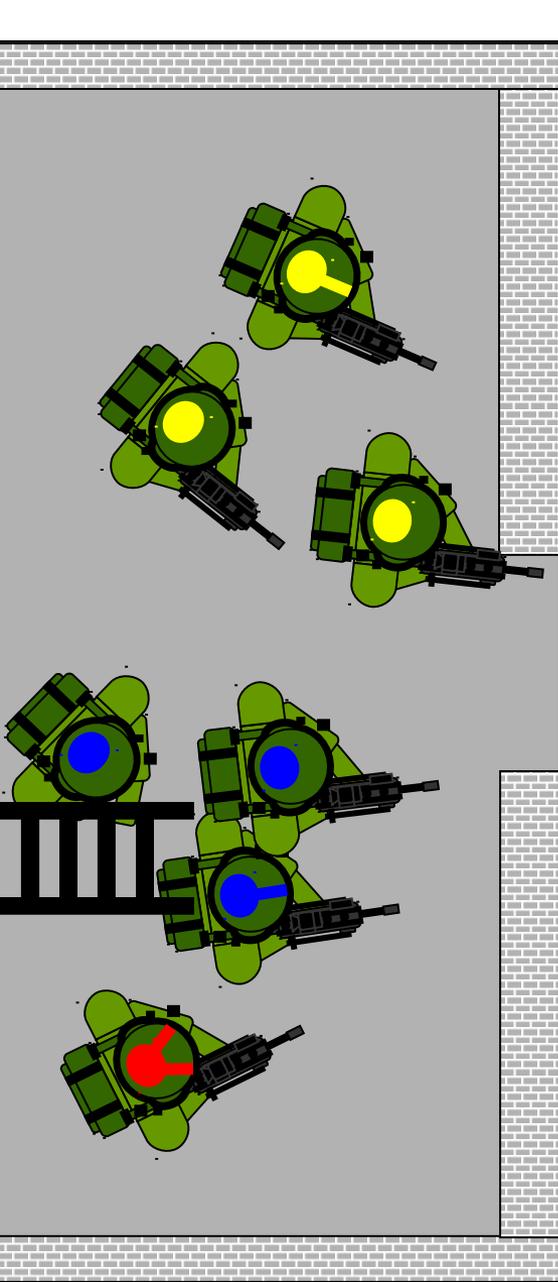


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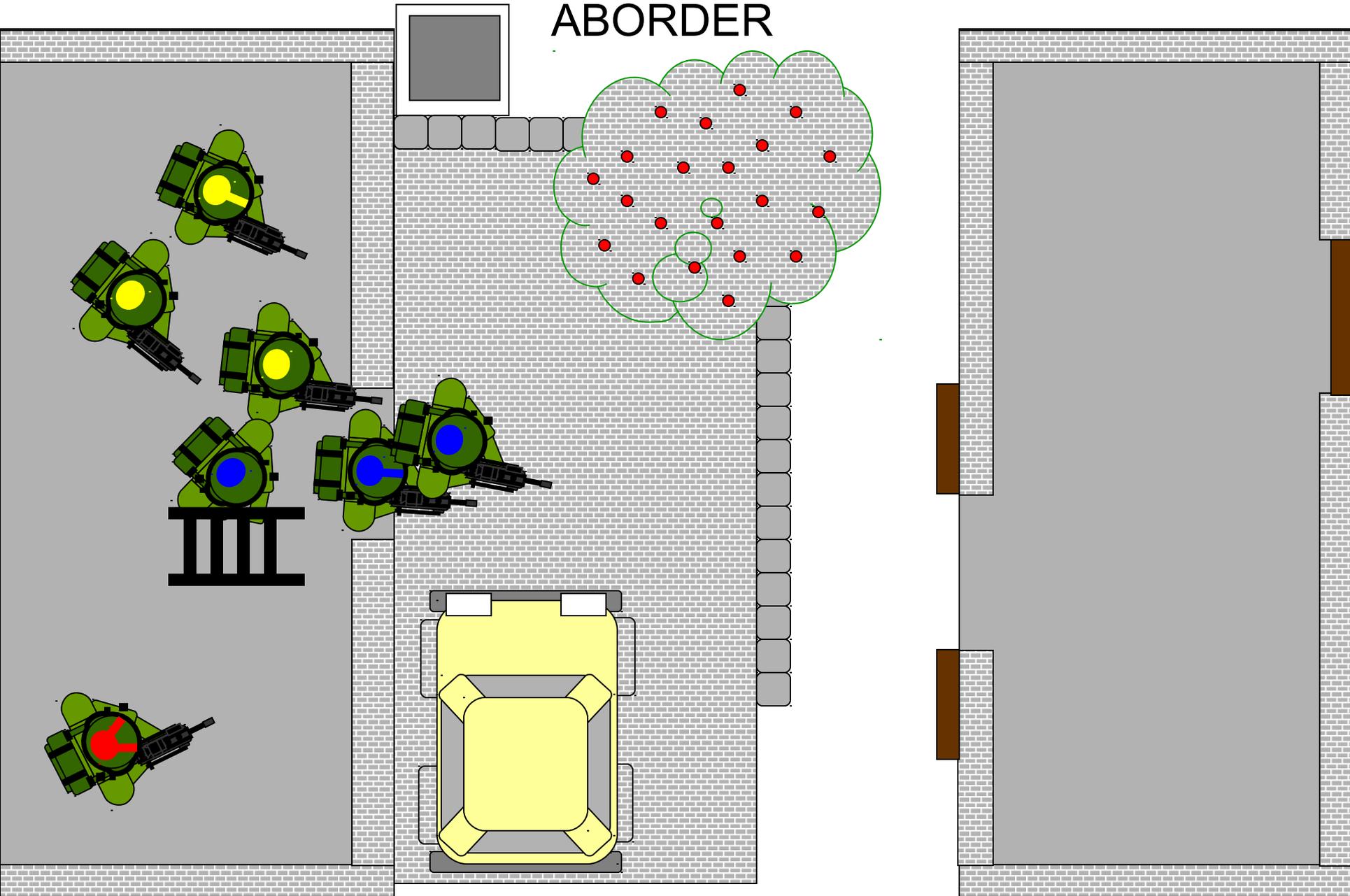


FRANCHISSEMENT
UTILISATION DE L'ECHELLE

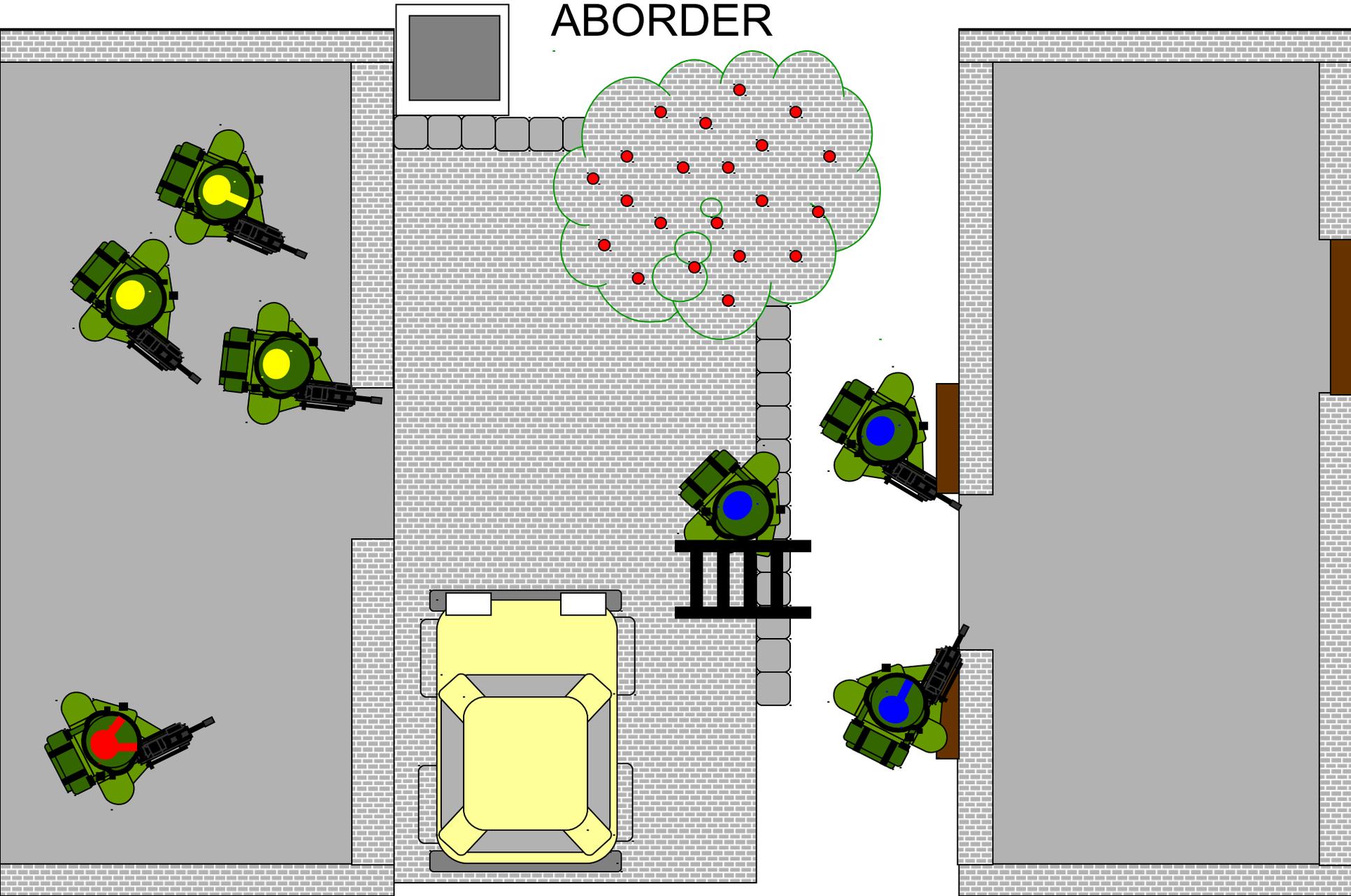
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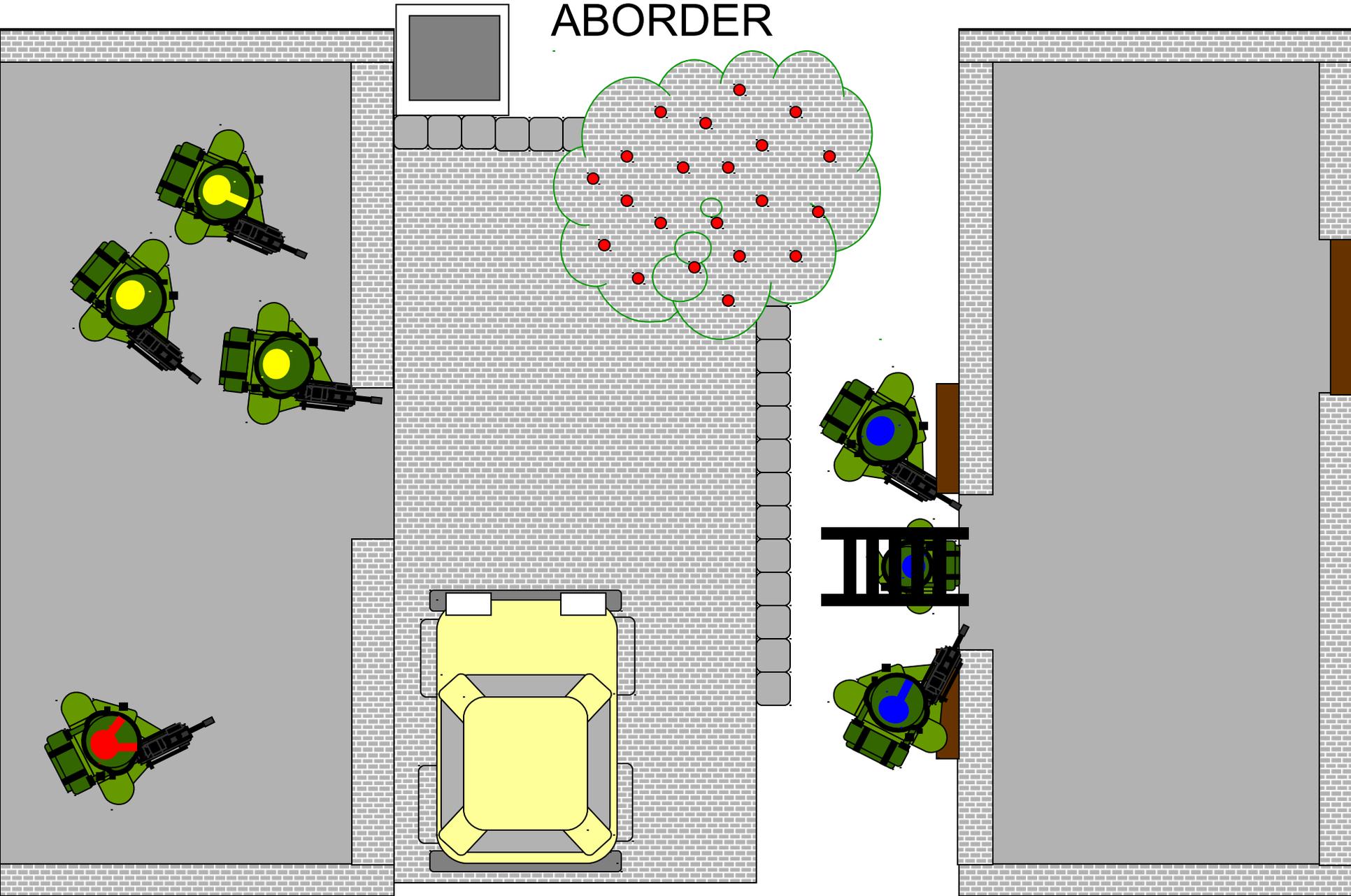
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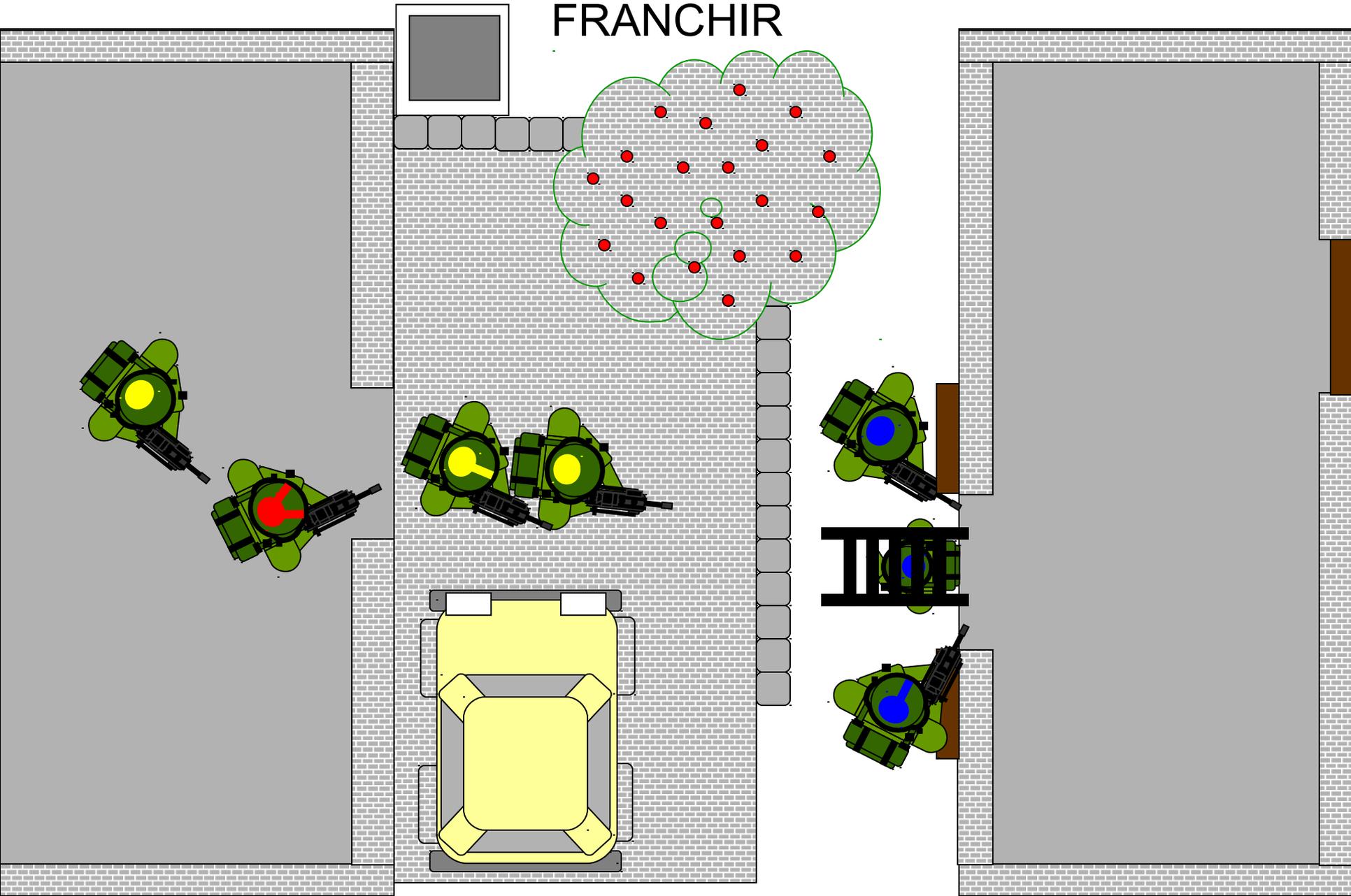
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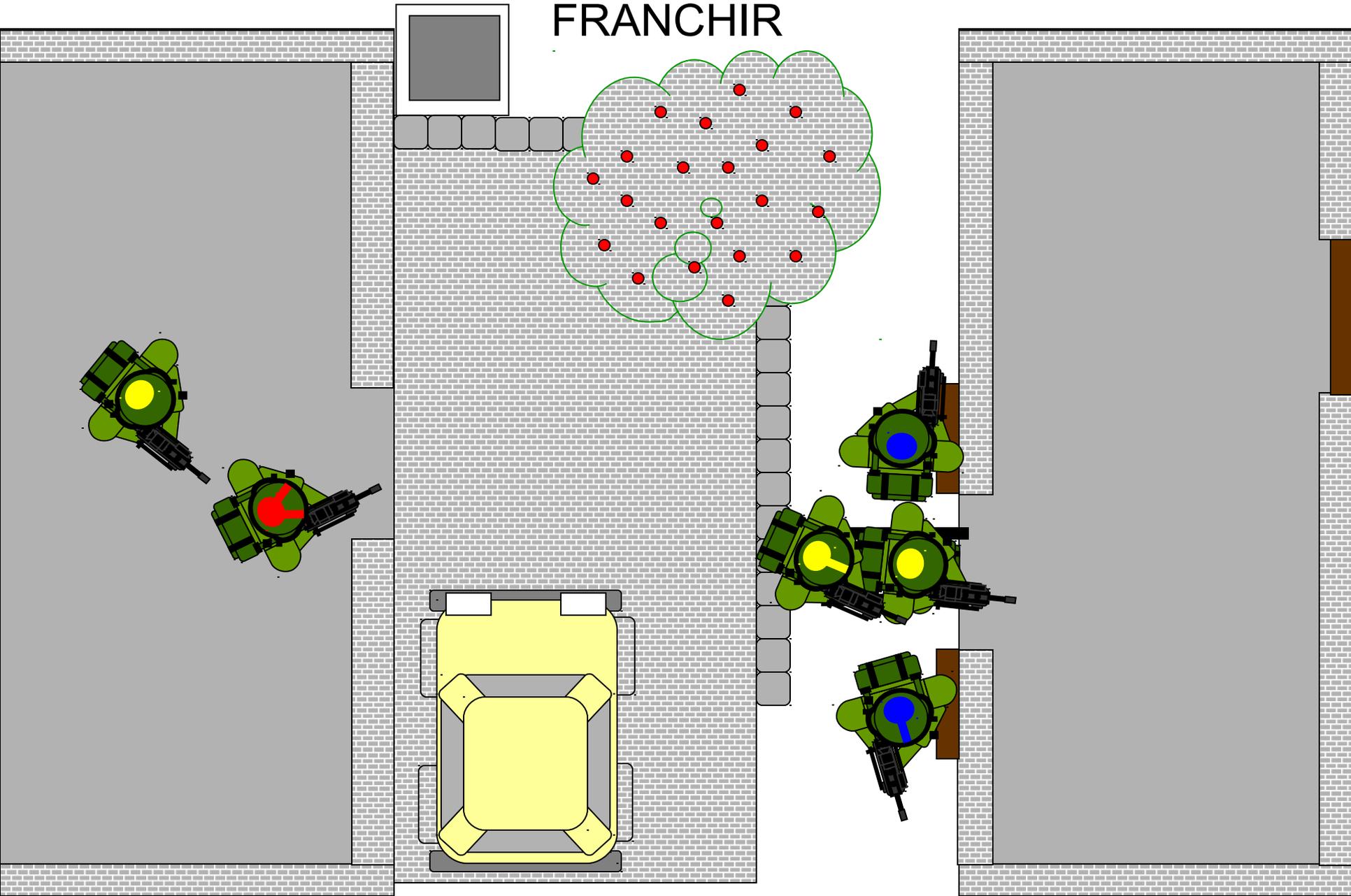
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FRANCHIR



FRANCHIR



PENETRER

