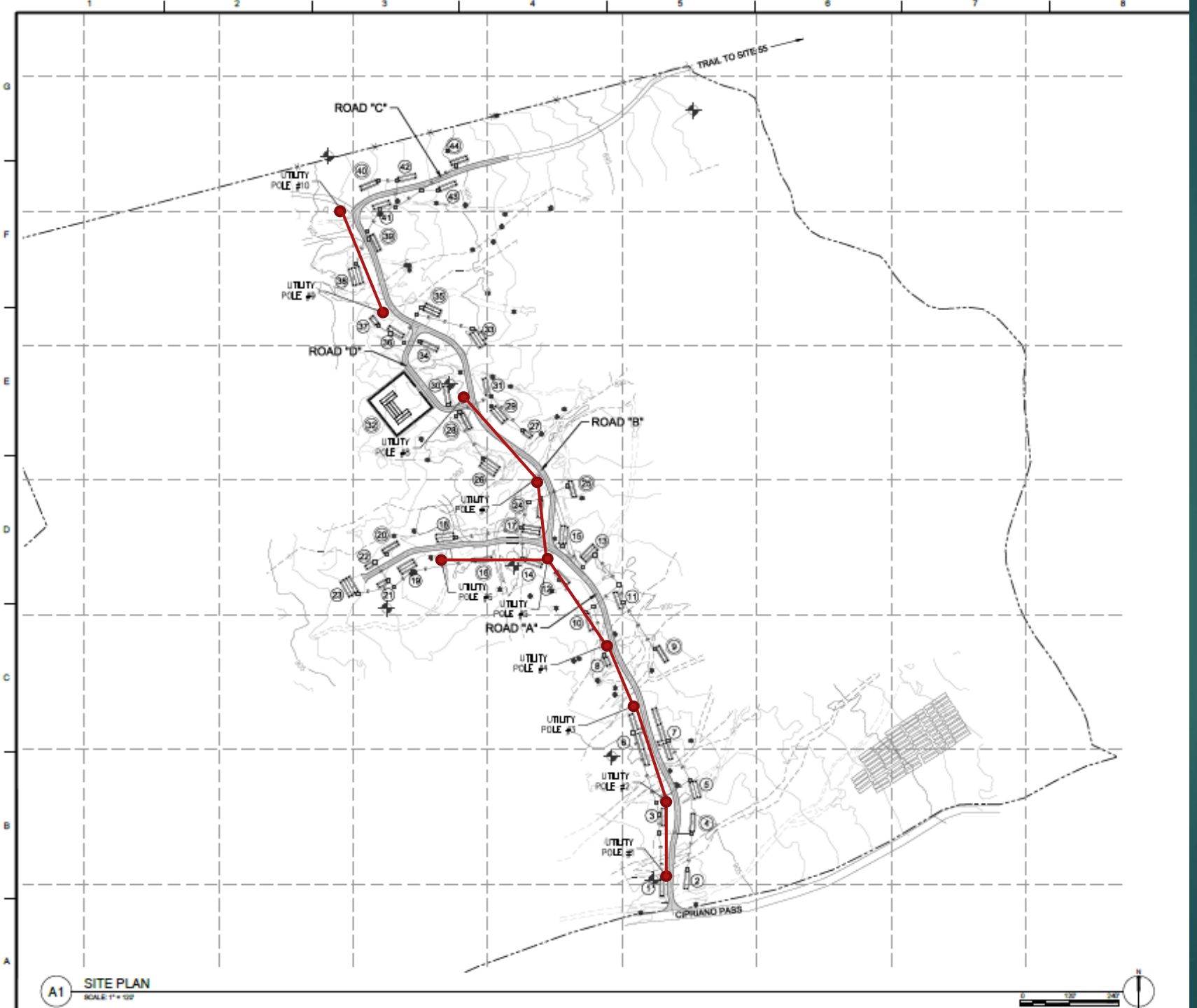
S-56 DEUCE VILLAGE



CAUTION:

There is a mock "Telephone Wire" system as depicted.

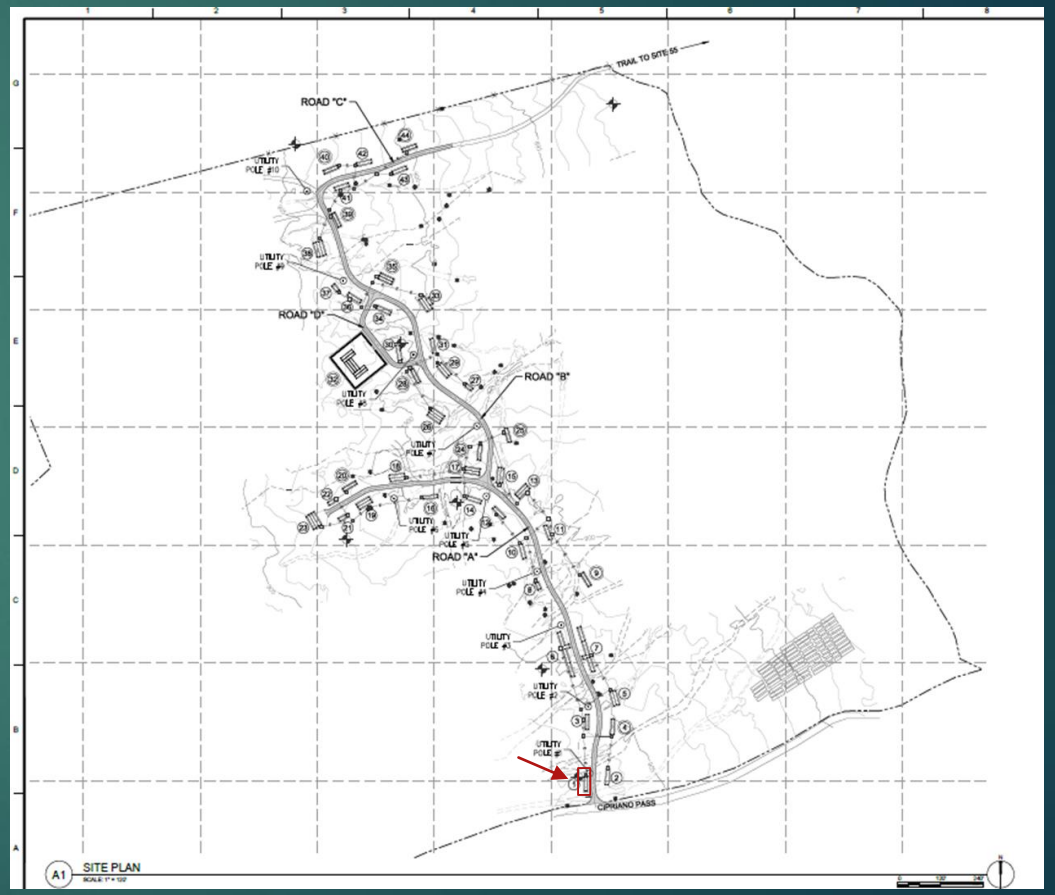
Structure is as realistic as possible and may be challenging to spot.

BUILDING 1

- SPECIFICS:
  - LOCATION: 11SQR 69629 92897
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 1

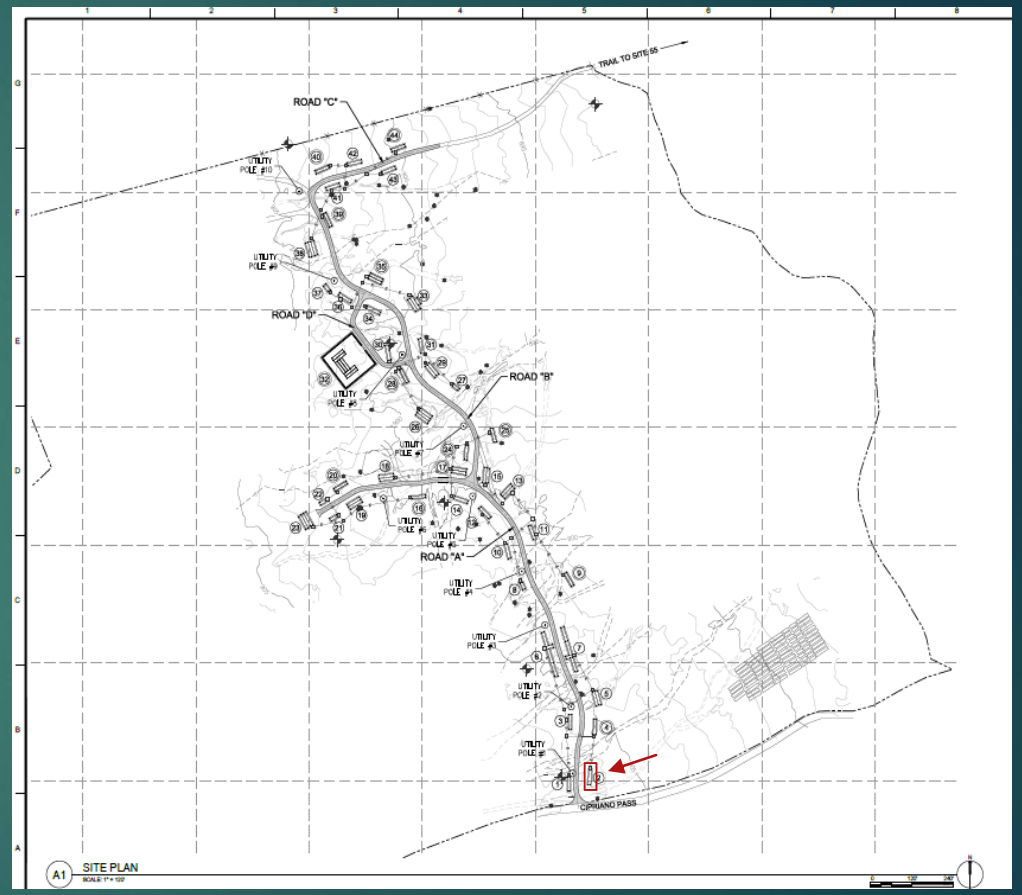

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIMMARO PASS
A1
SITE PLAN

BUILDING 2

- SPECIFICS:
  - LOCATION: 11SQR 69648 92903
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 2

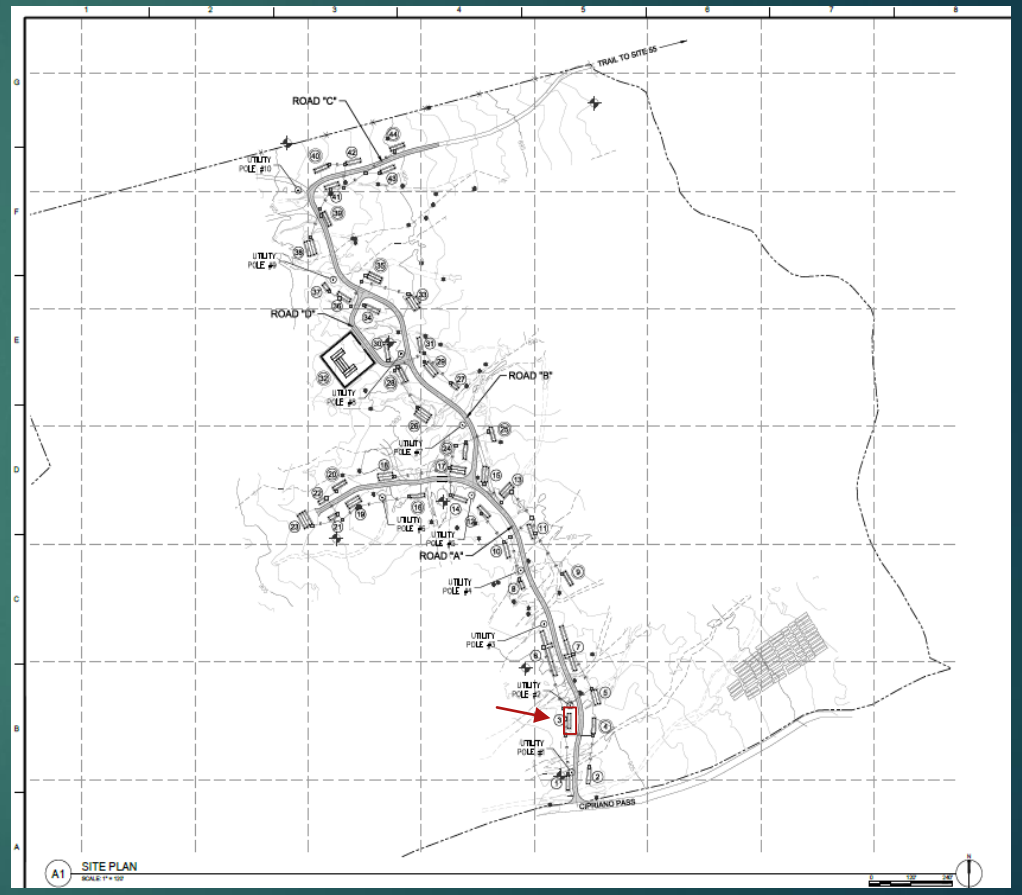

TRAIL TO SITE 65
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #4
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #
CIMARRON PASS
A1
SITE PLAN

BUILDING 3

- SPECIFICS:
  - LOCATION: 11SQR 69631 92950
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 3

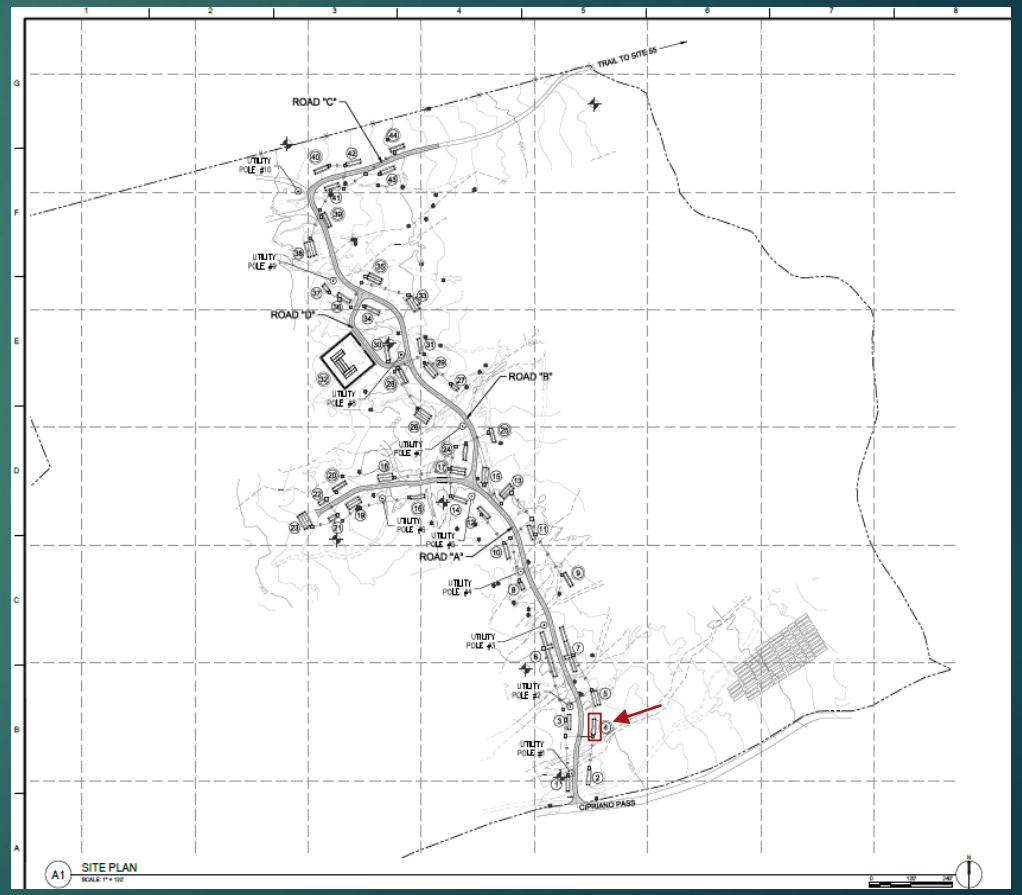

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIMARRON PASS
A1
SITE PLAN

BUILDING 4

- SPECIFICS:
  - LOCATION: 11SQR 69652 92946
  - 2 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 4

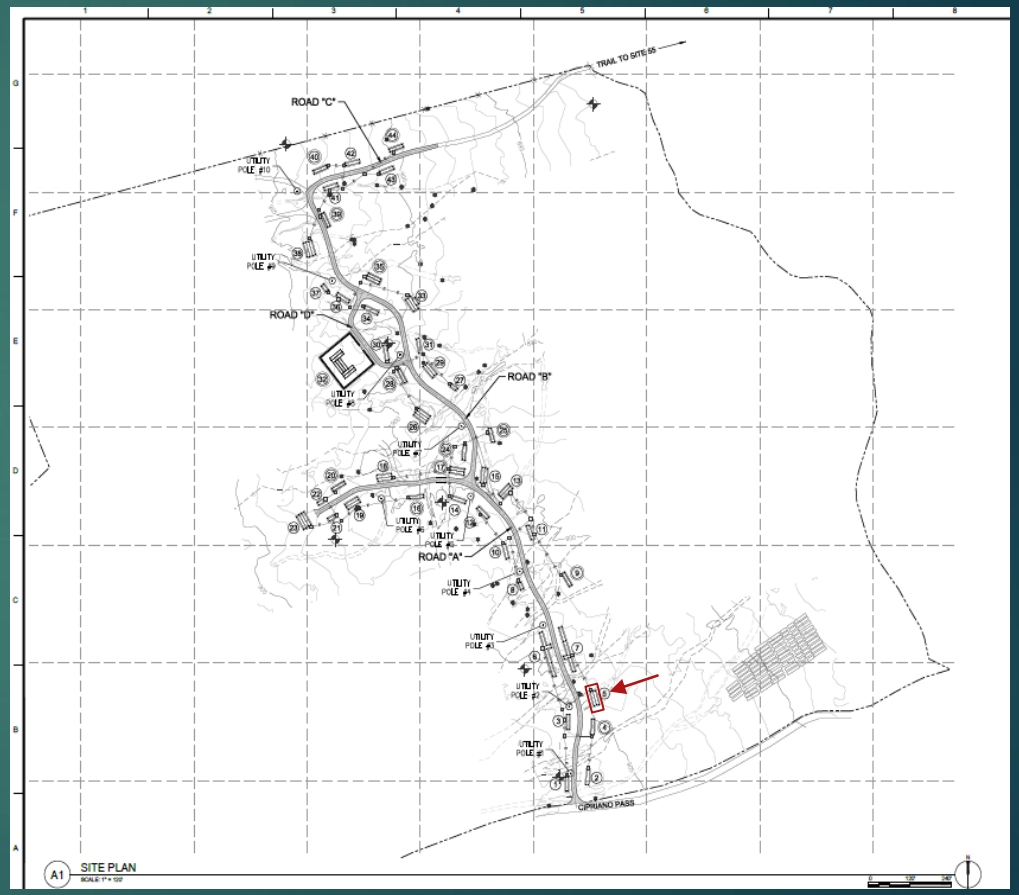

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #2
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 5

- SPECIFICS:
  - LOCATION: 11SQR 69654 92970
  - 1 STORY
  - 2 ROOMS
  - 4 DOORS (2 indoor, 2 outdoor)
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (2) rooms wide this offers ease of access. The structure has a center wall with (2) doors dividing it through the center and (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 5

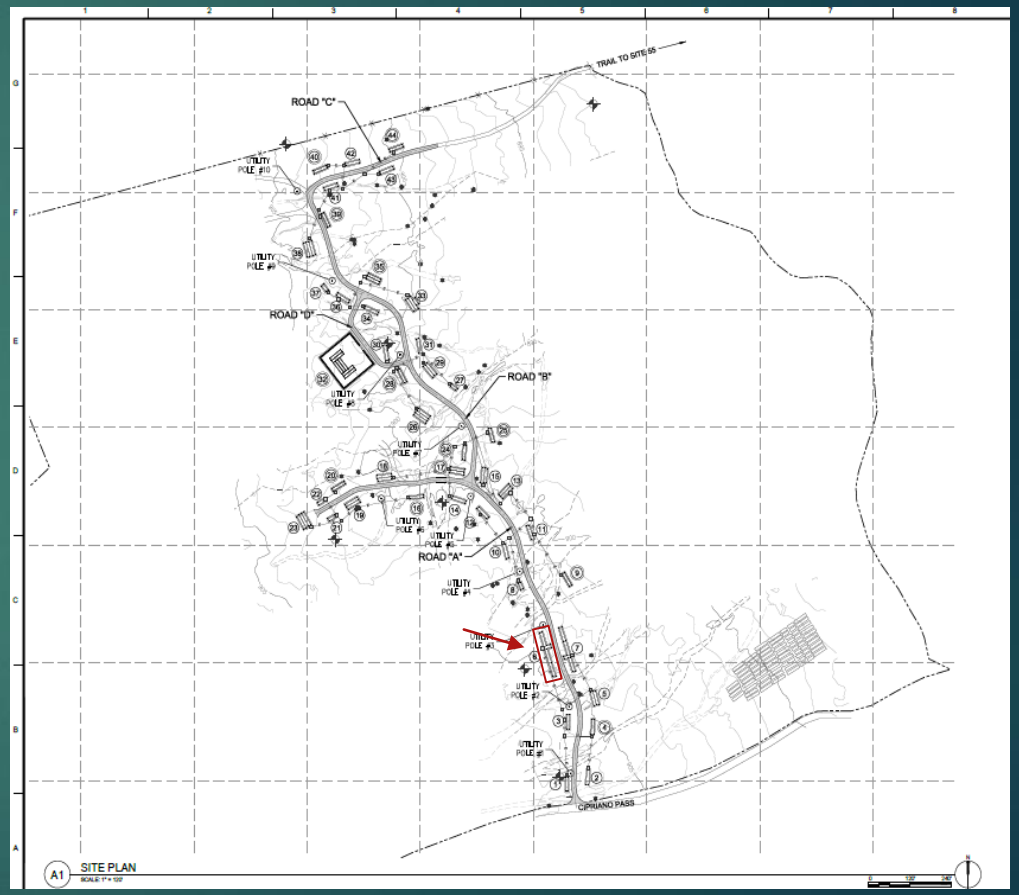

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

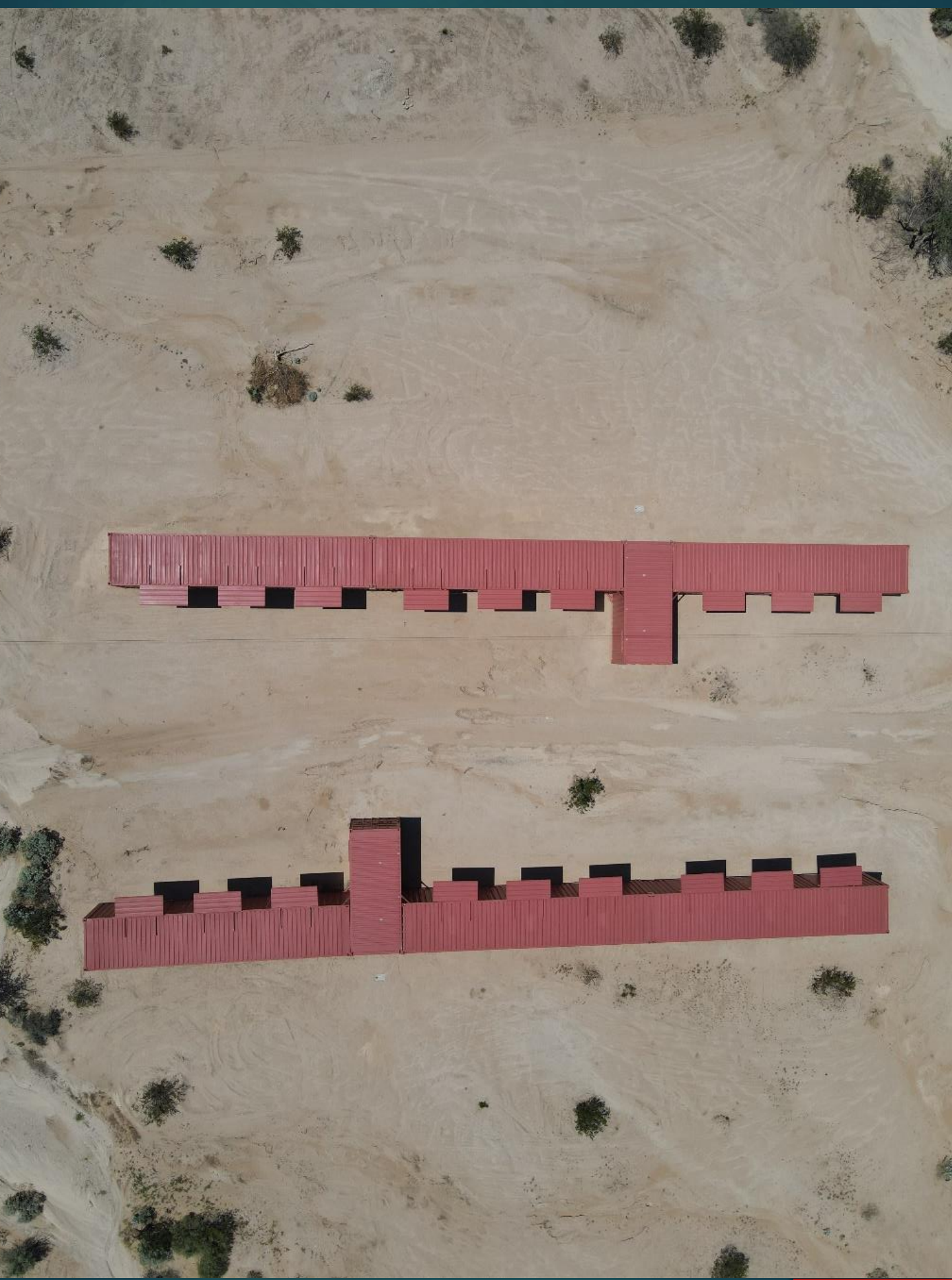
BUILDING 6

- SPECIFICS:
  - LOCATION: 11SQR 69612 93008
  - 1 STORY
  - 11 DOORS
  - NO WINDOWS
  - 1 MOVABLE WALLS
  - 13 OUTLETS
  - 11 CEILING LIGHTS
  - RED
  - NO ROOF ACCESS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will provide operators a realistic market/Bazaar. The structure has 10 rooms where CQB operations can be employed. In combination with building (6)'s close proximity and similar structure this will allow for a realistic street setting for tight spaces with multiple buildings/rooms to clear and target verification.

Building 6


TRAIL TO SITE 55
ROAD "C"
ROAD "D"
ROAD "B"
ROAD "A"
UTILITY POLE #10
UTILITY POLE #9
UTILITY POLE #8
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

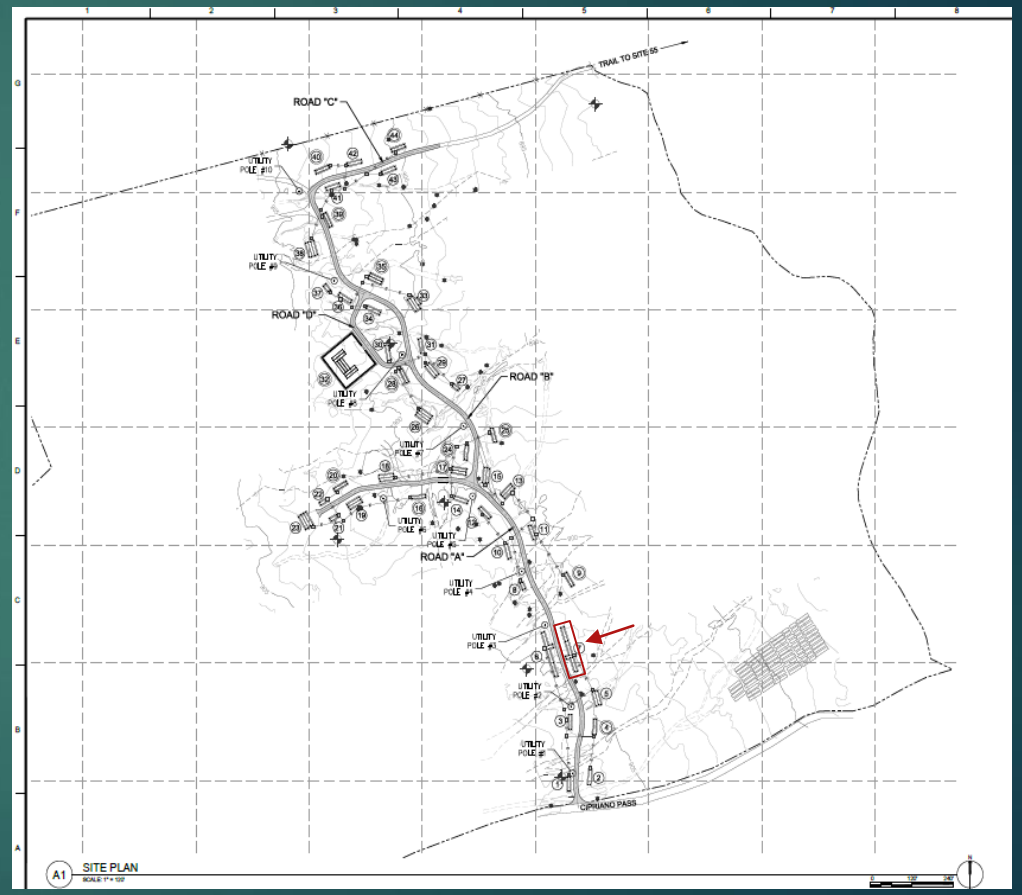


BUILDING 7

- SPECIFICS:
  - LOCATION: 11SQR 69629 93001
  - 1 STORY
  - 11 DOORS
  - NO WINDOWS
  - 1 MOVABLE WALLS
  - 13 OUTLETS
  - 11 CEILING LIGHTS
  - RED
  - NO ROOF ACCESS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will provide operators a realistic market/Bazaar. The structure has 10 rooms where CQB operations can be employed. In combination with building (6)'s close proximity and similar structure this will allow for a realistic street setting for tight spaces with multiple buildings/rooms to clear and target verification.

Building 7

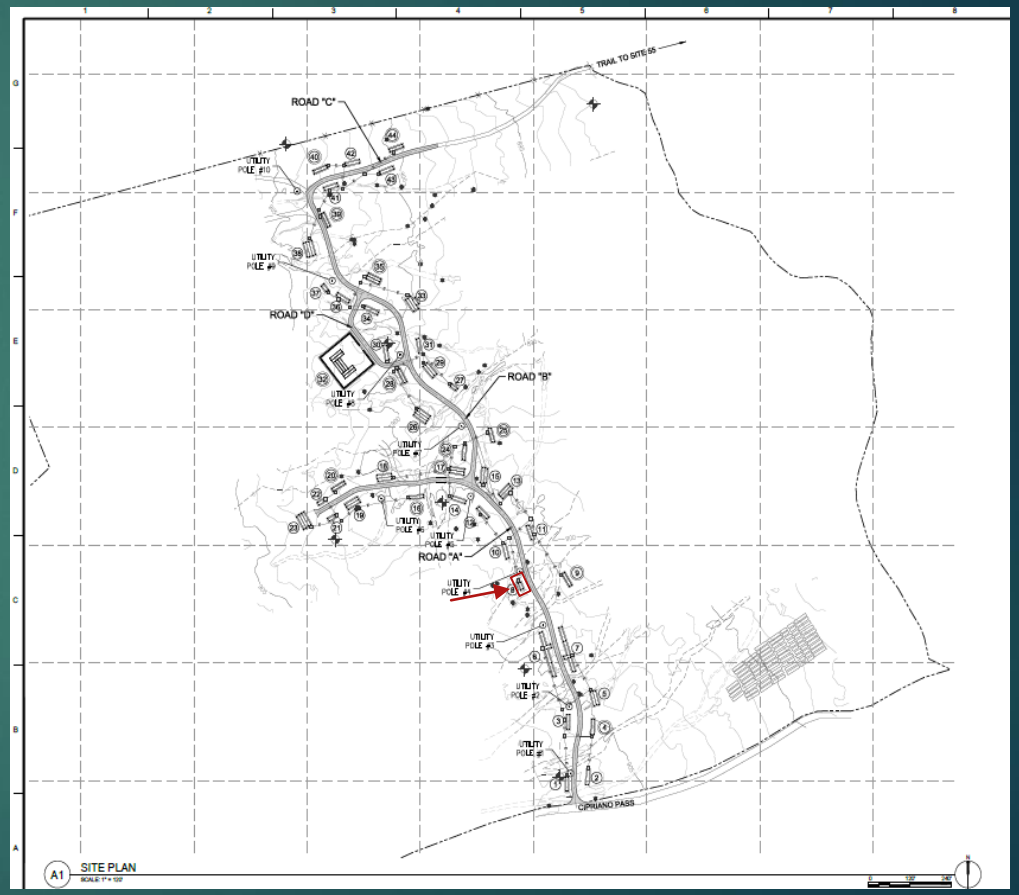

TRAIL TO SITE 55
ROAD "C"
ROAD "D"
ROAD "B"
ROAD "A"
UTILITY POLE #10
UTILITY POLE #9
UTILITY POLE #8
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 8

- SPECIFICS:
  - LOCATION: 11SQR 69589 93066
  - 1 STORY
  - 2 DOORS
  - 2 WINDOWS
  - 1 MOVABLE WALL
  - 3 OUTLETS
  - 1 CEILING LIGHT
  - TAN
  - ROOF ACCESS ON THE NORTH SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, its small size requiring a more precise employment of this feature. The structure has (1) movable wall that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 8

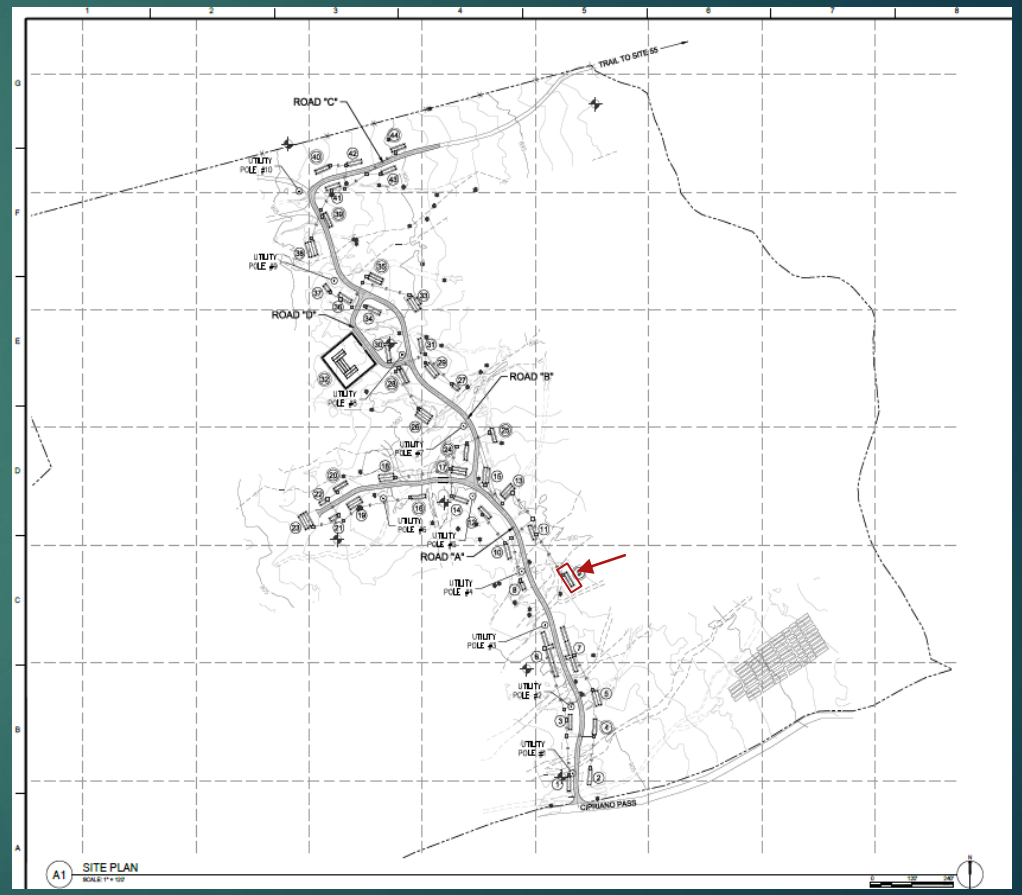

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 9

- SPECIFICS:
  - LOCATION: 11SQR 69629 93071
  - 2 STORY
  - 2 DOORS
  - 10 WINDOWS
  - 4 MOVABLE WALLS
  - 8 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing for the top down. The structure has (4) movable walls (2) on floor (1), (2) on floor (2) that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 9

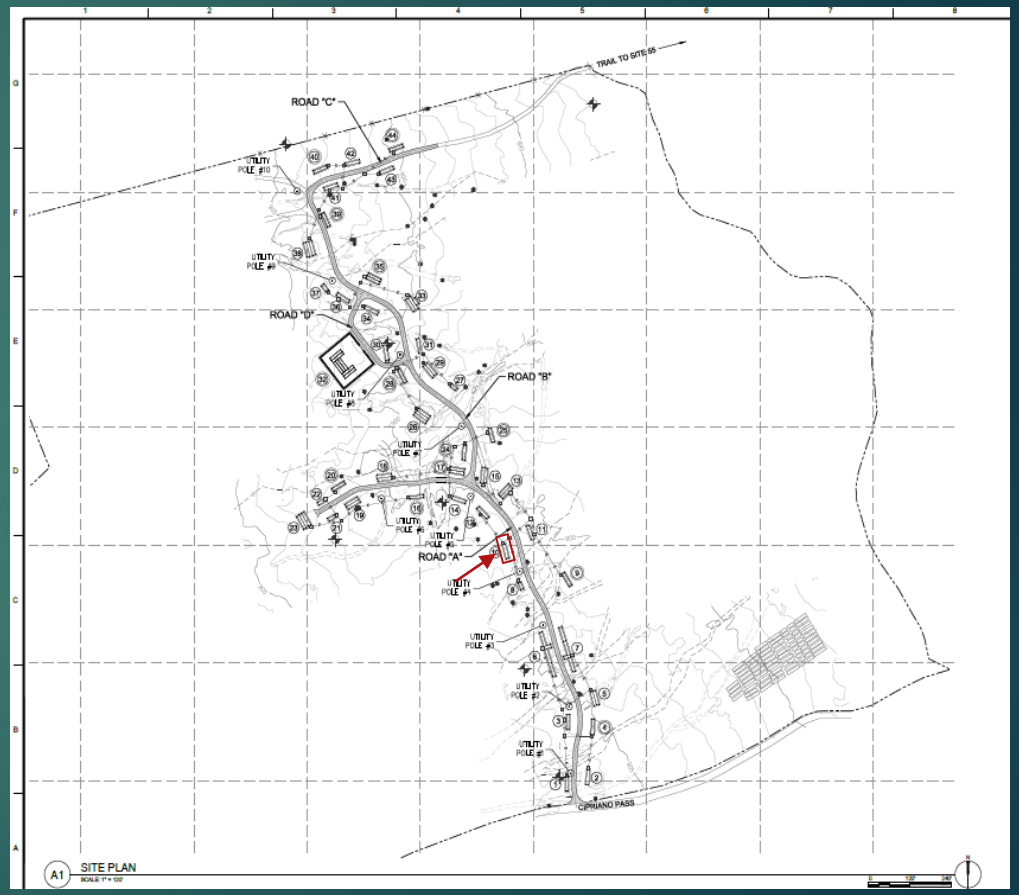

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 10

- SPECIFICS:
  - LOCATION: 11SQR 69575 93095
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - GREY
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 10

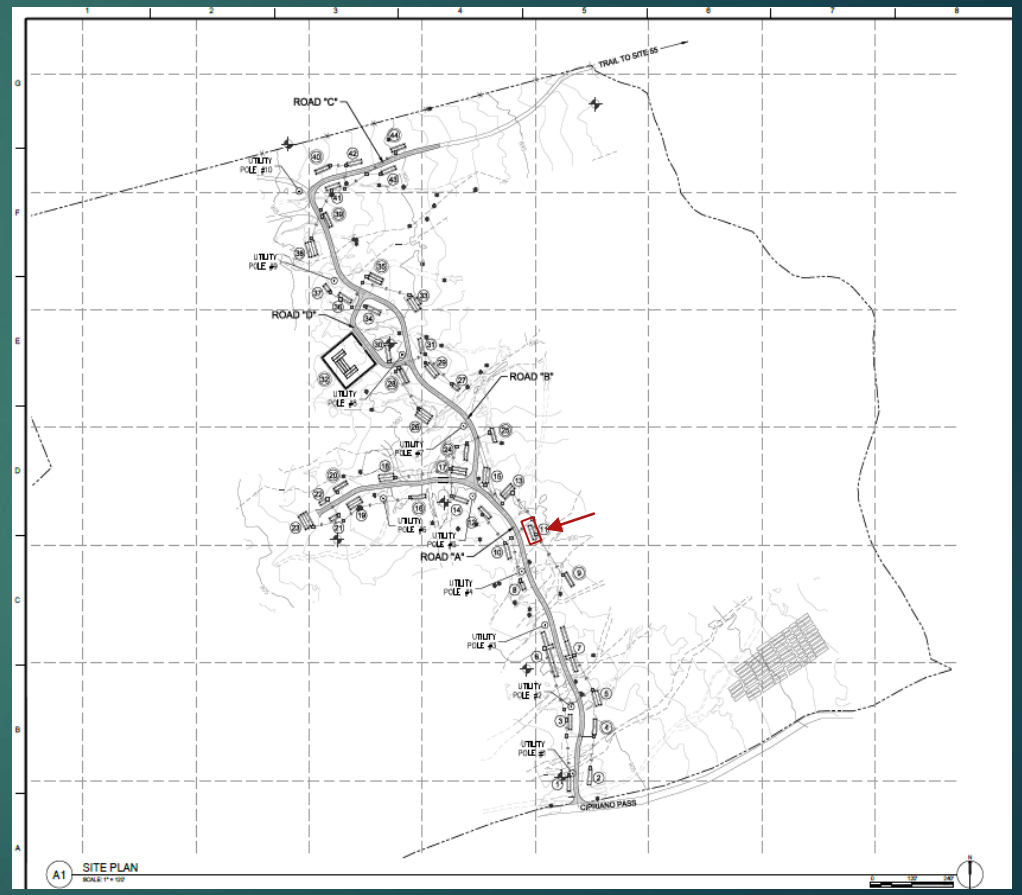

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 11

- SPECIFICS:
  - LOCATION: 11SQR 69597 93111
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE EAST SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 11

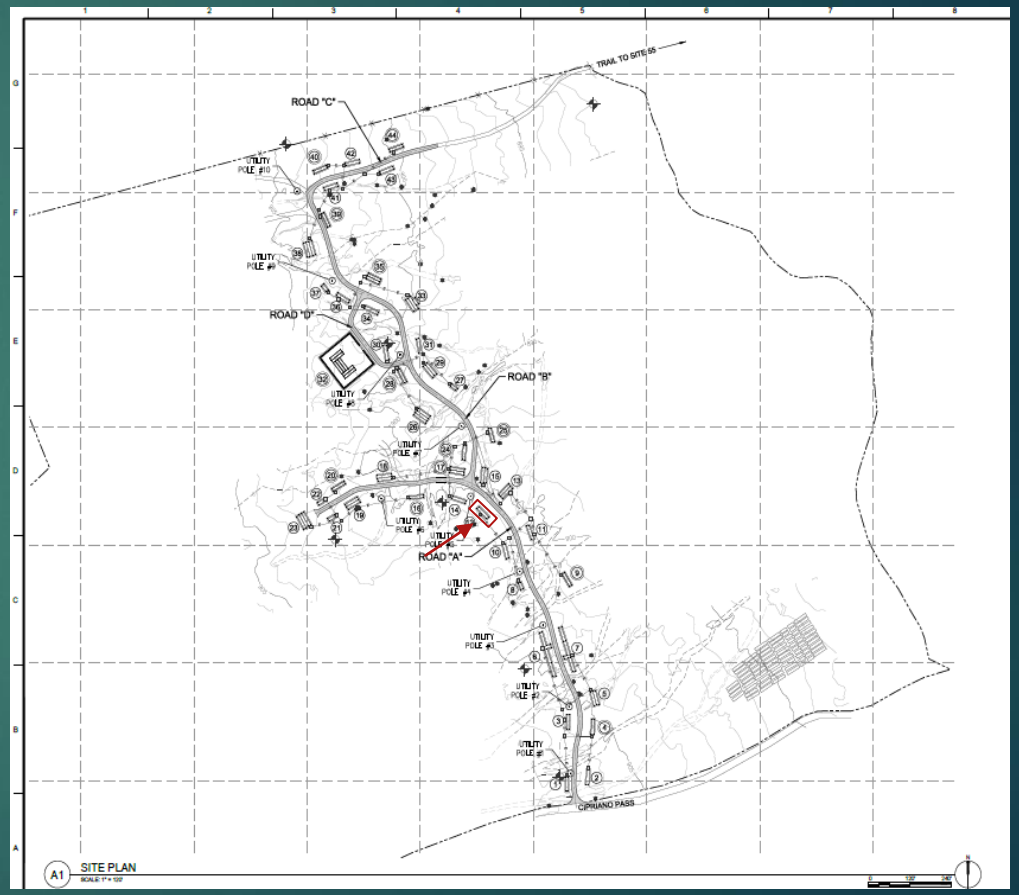

TRAIL TO SITE 55
ROAD "C"
ROAD "D"
ROAD "B"
ROAD "A"
UTILITY POLE #10
UTILITY POLE #9
UTILITY POLE #8
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 12

- SPECIFICS:
  - LOCATION: 11SQR 69555 93128
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 12

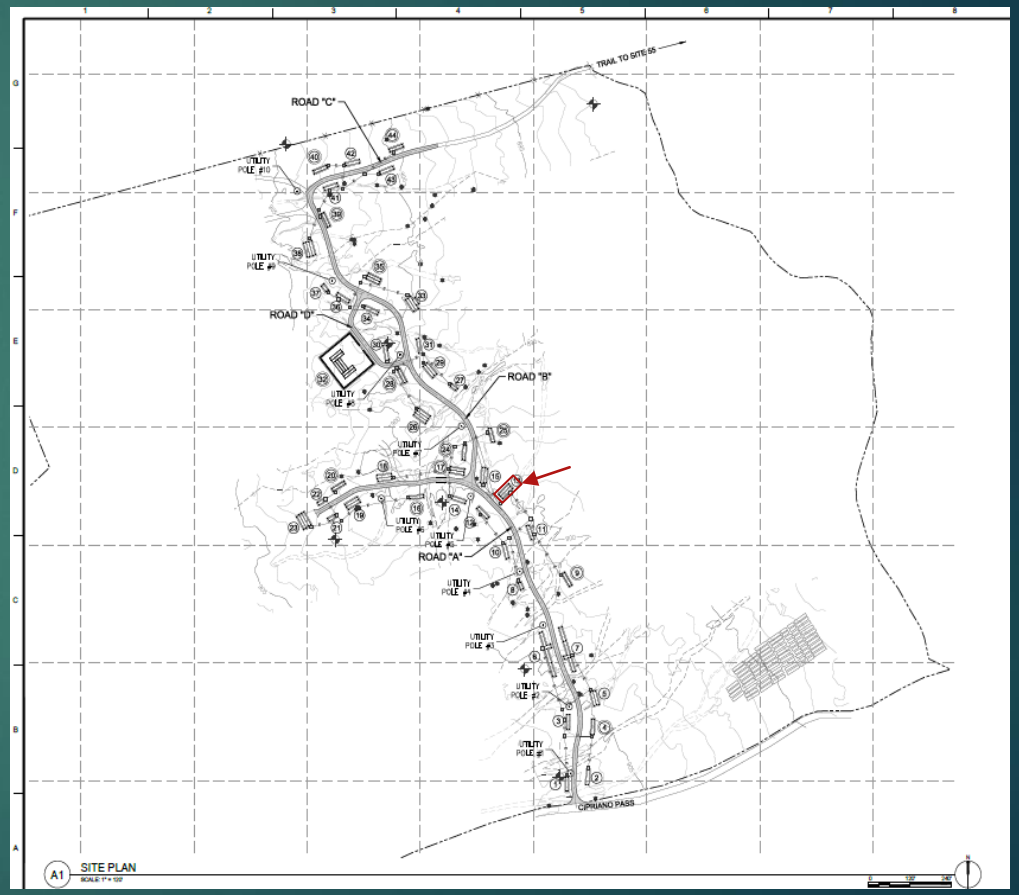

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 13

- SPECIFICS:
  - LOCATION: 11SQR 69575 93146
  - 1 STORY
  - 2 ROOMS
  - 4 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE SOUTH SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (2) rooms wide this offers ease of access. The structure has a center wall with (2) doors dividing it through the center and (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 13

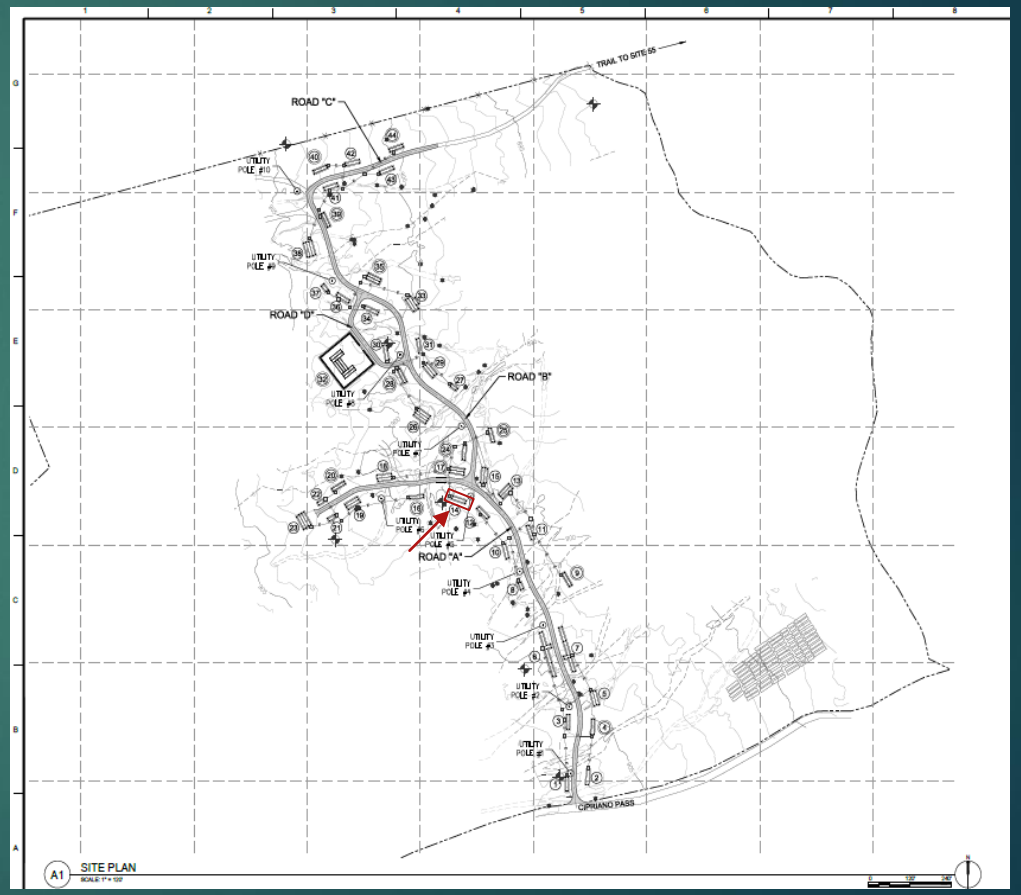

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 14

- SPECIFICS:
  - LOCATION: 11SQR 69534 93139
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE SOUTHWEST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. This structure, along with building 15 and 17 make up a three way intersection, with utility poles and telephone wire that will provide a unique scenario for participating individuals. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 14

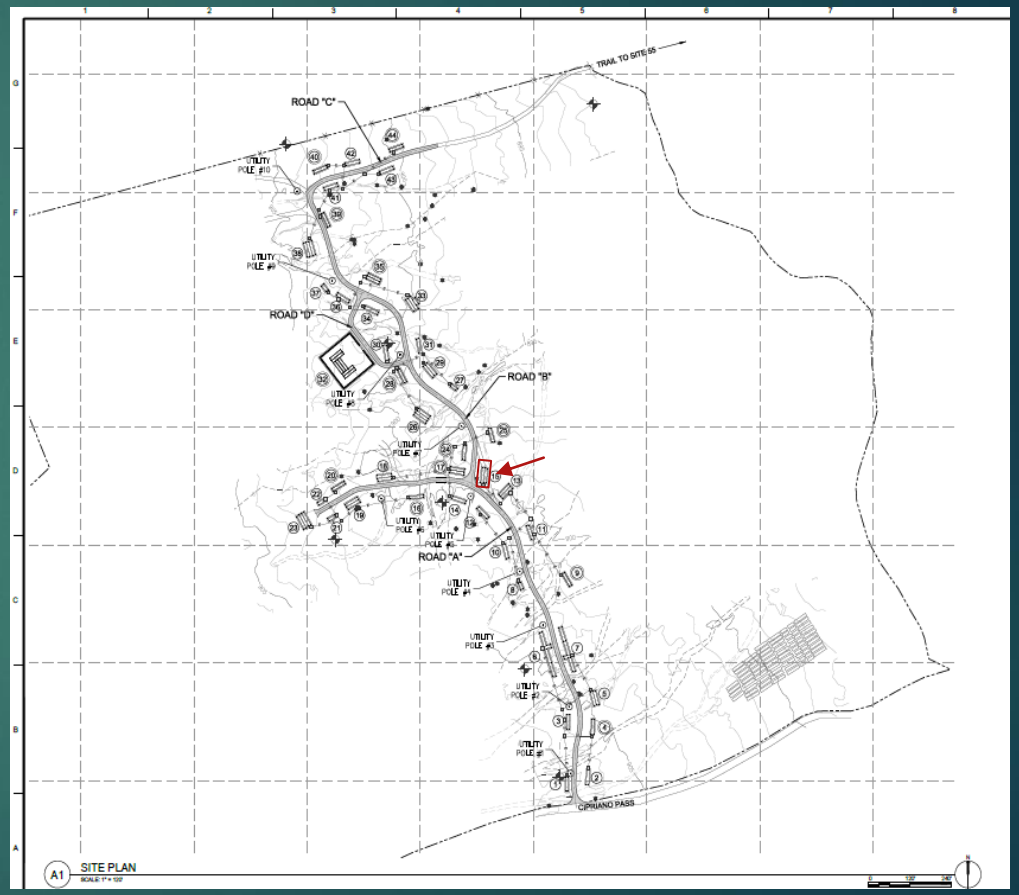

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 15

- SPECIFICS:
  - LOCATION: 11SQR 69556 93159
  - 1 STORY
  - 2 ROOMS
  - 4 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 4 CEILING LIGHTS
  - GREY
  - ROOF ACCESS ON THE EAST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (2) rooms wide this offers ease of access. The structure has a center wall with (2) doors dividing it through the center and (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 15

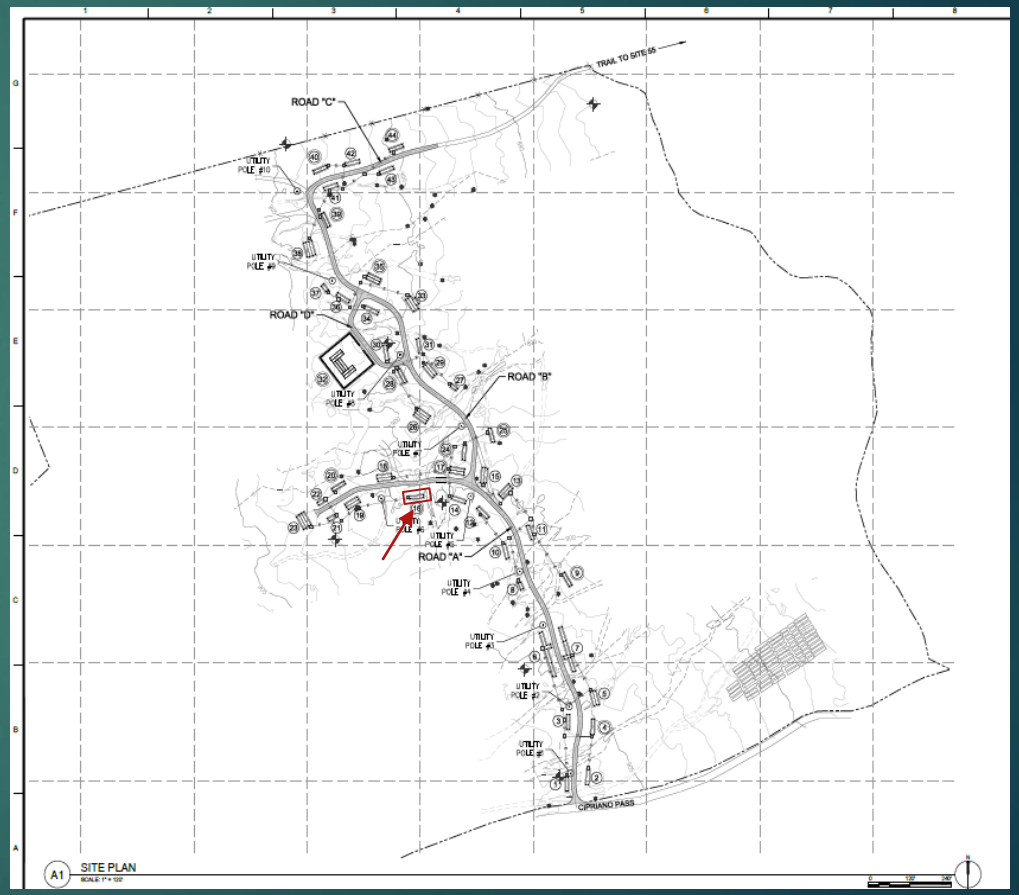

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 16

- SPECIFICS:
  - LOCATION: 11SQR 69497 93141
  - 2 STORY
  - 2 DOORS
  - 9 WINDOWS
  - 2 MOVABLE WALLS
  - 8 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 16

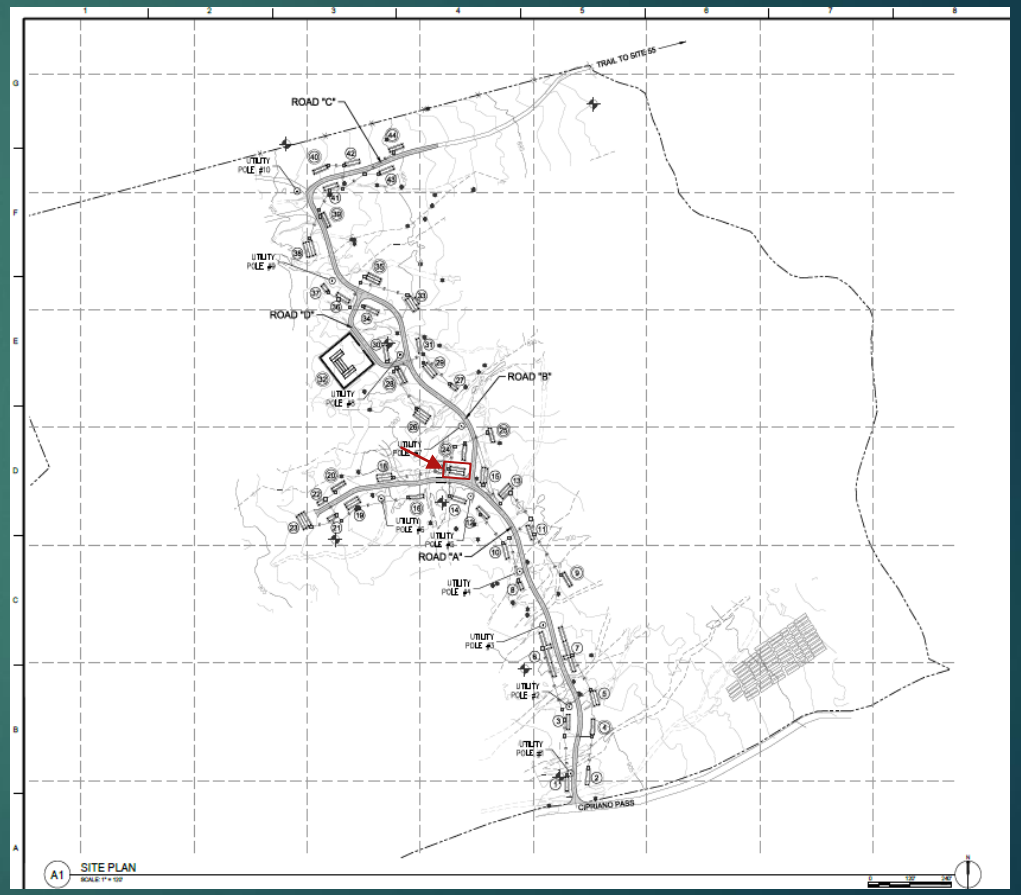

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 17

- SPECIFICS:
  - LOCATION: 11SQR 69533 93163
  - 2 STORY
  - 4 ROOMS
  - 6 DOORS
  - 17 WINDOWS
  - 4 MOVABLE WALLS
  - 8 OUTLETS
  - 8 CEILING LIGHTS
  - TAN
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing for the top down being (2) rooms wide this offers ease of access. The structure has a center wall with (2) doors dividing it through the center on each floor. The structure has (4) movable walls (2) on floor (1), (2) on floor (2) that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 17

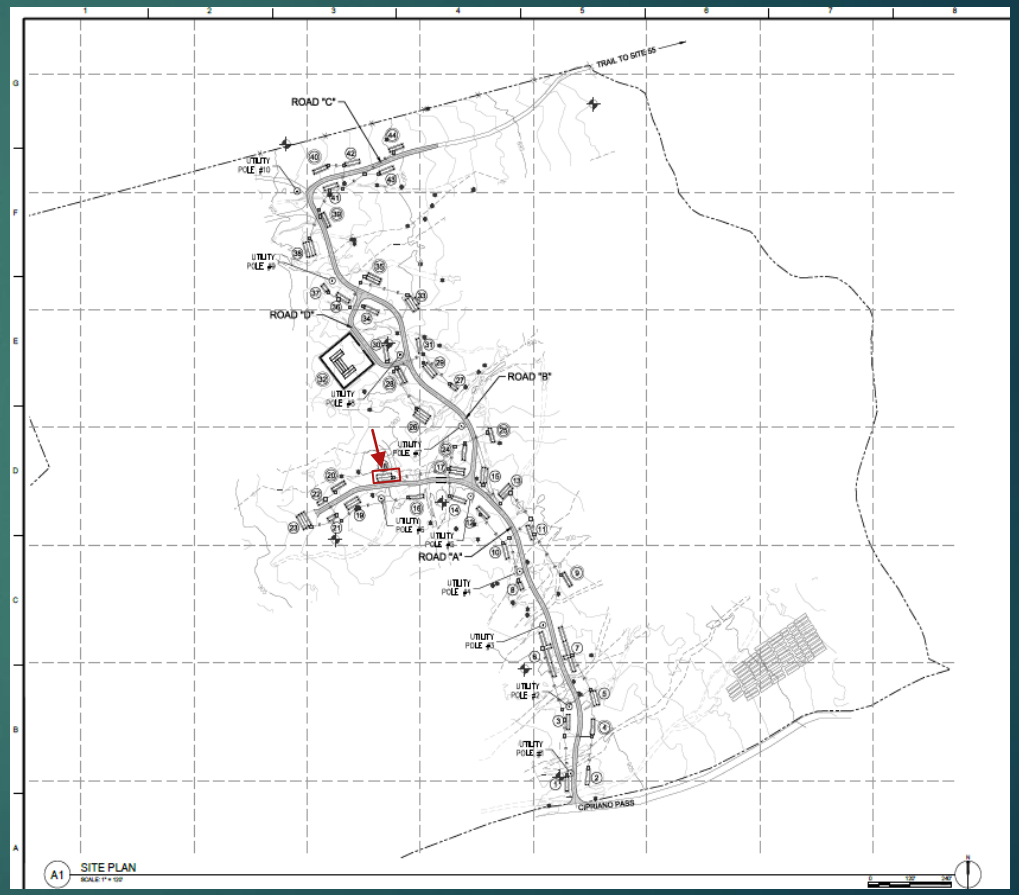

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 18

- SPECIFICS:
  - LOCATION: 11SQR 69468 93158
  - 1 STORY
  - 2 ROOMS
  - 4 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE NORTH SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (2) rooms wide this offers ease of access. The structure has a center wall with (2) doors dividing it through the center and two movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 18

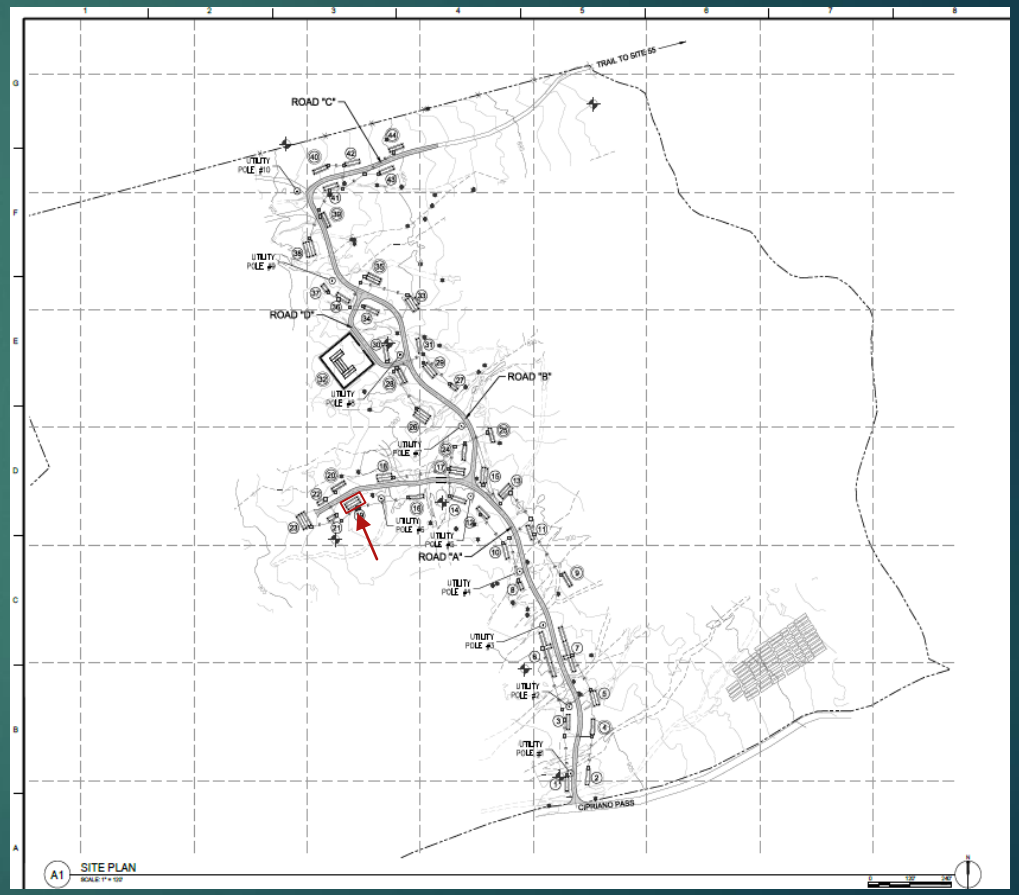

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 19

- SPECIFICS:
  - LOCATION: 11SQR 69440 93136
  - 1 STORY
  - 2 ROOMS
  - 4 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE SOUTH SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (2) rooms wide this offers ease of access. The structure has a center wall with (2) doors dividing it through the center and (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 19

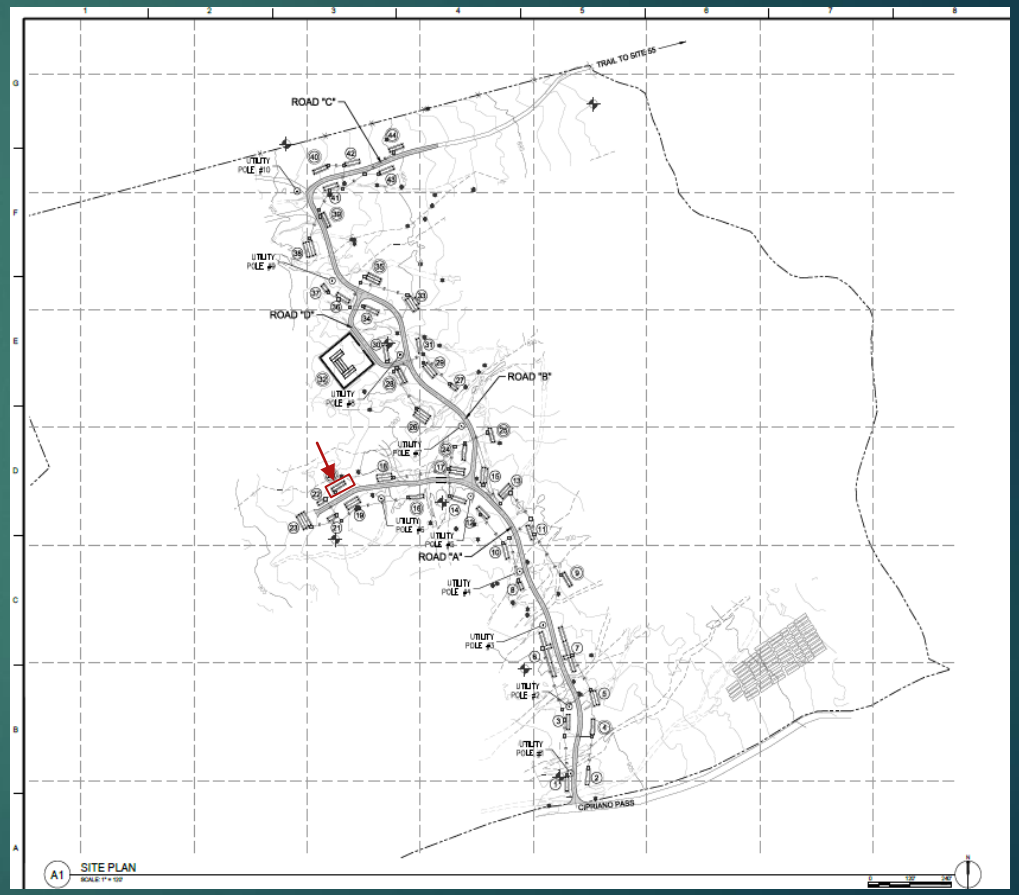

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #4
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 20

- SPECIFICS:
  - LOCATION: 11SQR 69428 93150
  - 2 STORY
  - 2 DOORS
  - 10 WINDOWS
  - 4 MOVABLE WALLS
  - 7 OUTLETS
  - 4 CEILING LIGHTS
  - GREY
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has four movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 20

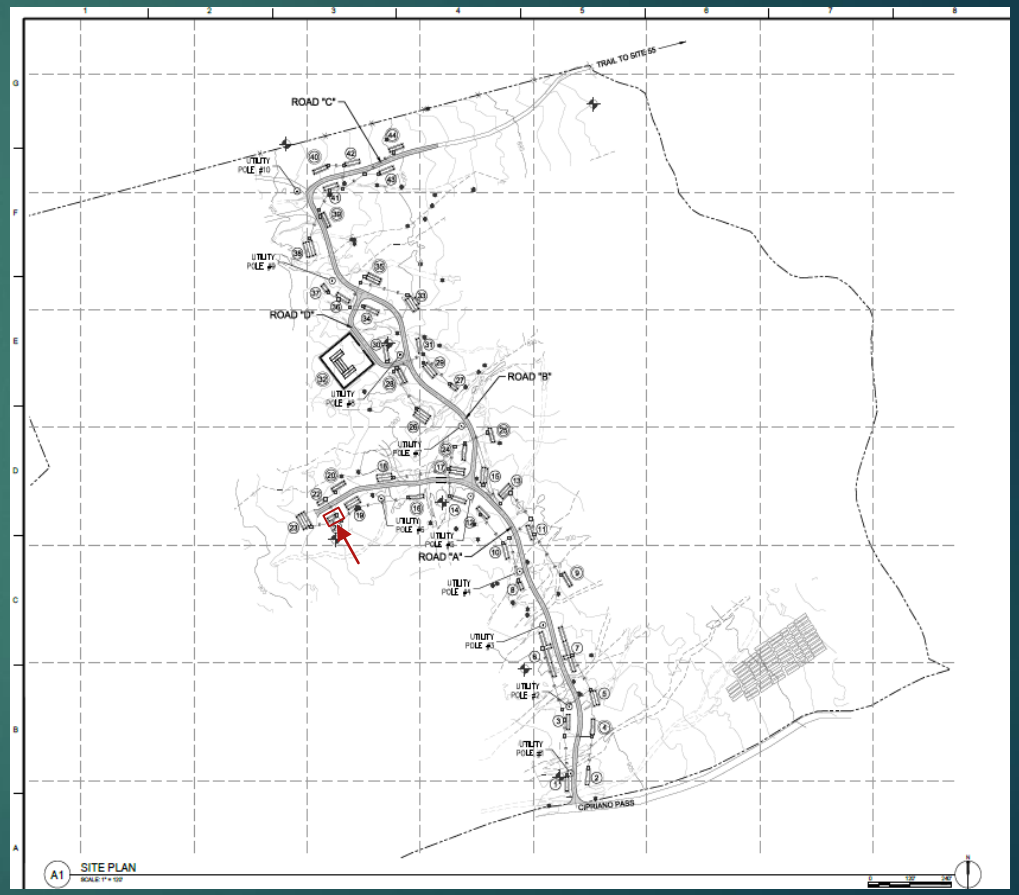

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 21

- SPECIFICS:
  - LOCATION: 11SQR 69422 93123
  - 1 STORY
  - 2 DOORS
  - 2 WINDOWS
  - 1 MOVABLE WALLS
  - 4 OUTLETS
  - 1 CEILING LIGHTS
  - GREY
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, its small size requiring a more precise employment of this feature. The structure has one movable wall that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 21

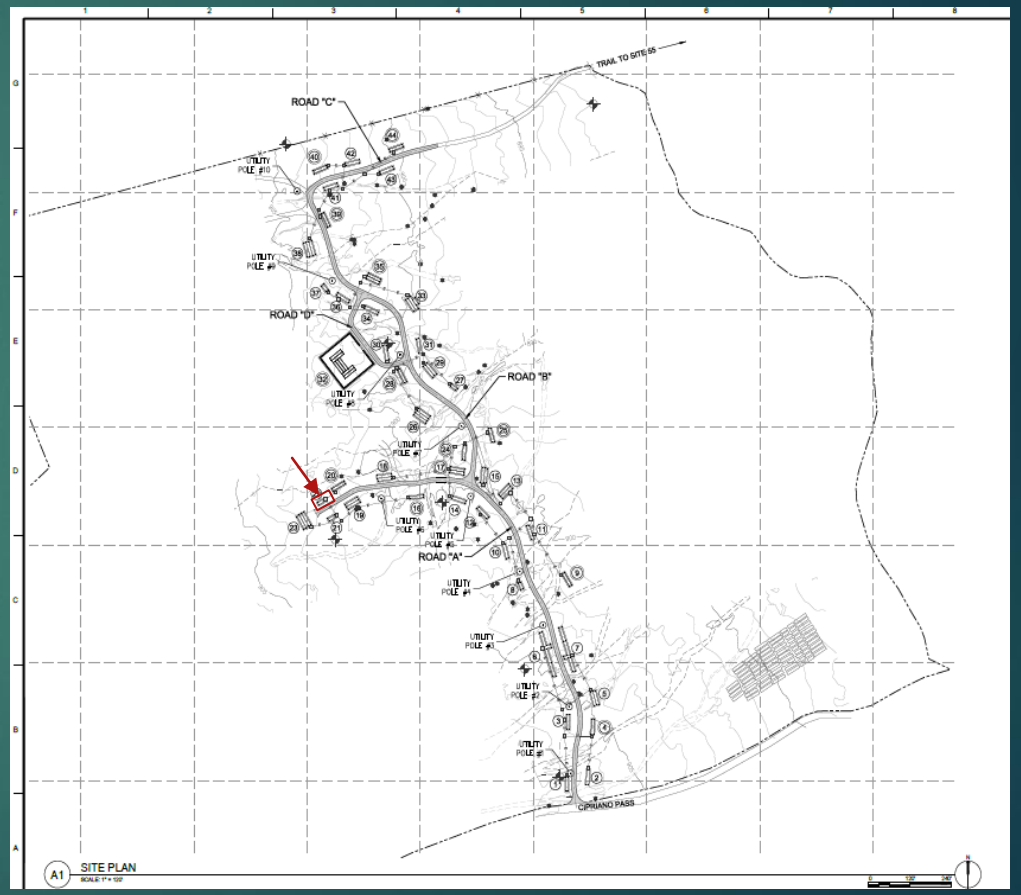

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 22

- SPECIFICS:
  - LOCATION: 11SQR 69412 93137
  - 1 STORY
  - 2 DOORS
  - 2 WINDOWS
  - 1 MOVABLE WALLS
  - 4 OUTLETS
  - 1 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, its small size requiring a more precise employment of this feature. The structure has (1) movable wall that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 22

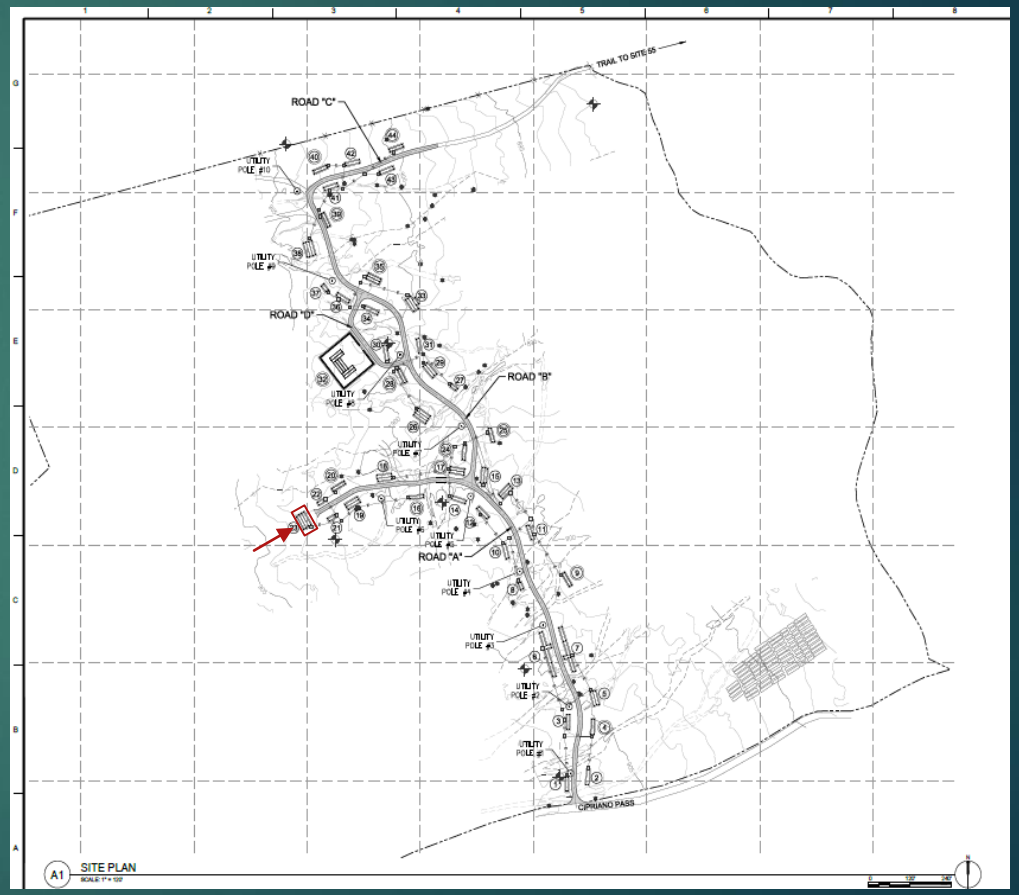

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 23

- SPECIFICS:
  - LOCATION: 11SQR 69397 93121
  - 1 STORY
  - 3 ROOMS
  - 4 DOORS
  - 6 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 6 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and mechanical breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, standing (3) rooms wide and one of the outer buildings of deuce village, providing easy access for the operators involved. The structure has (3) movable walls that will provide multiple different scenarios. This structure also gives way to the street beyond allowing for an easily identifiable beginning/end structure for exercises. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 23

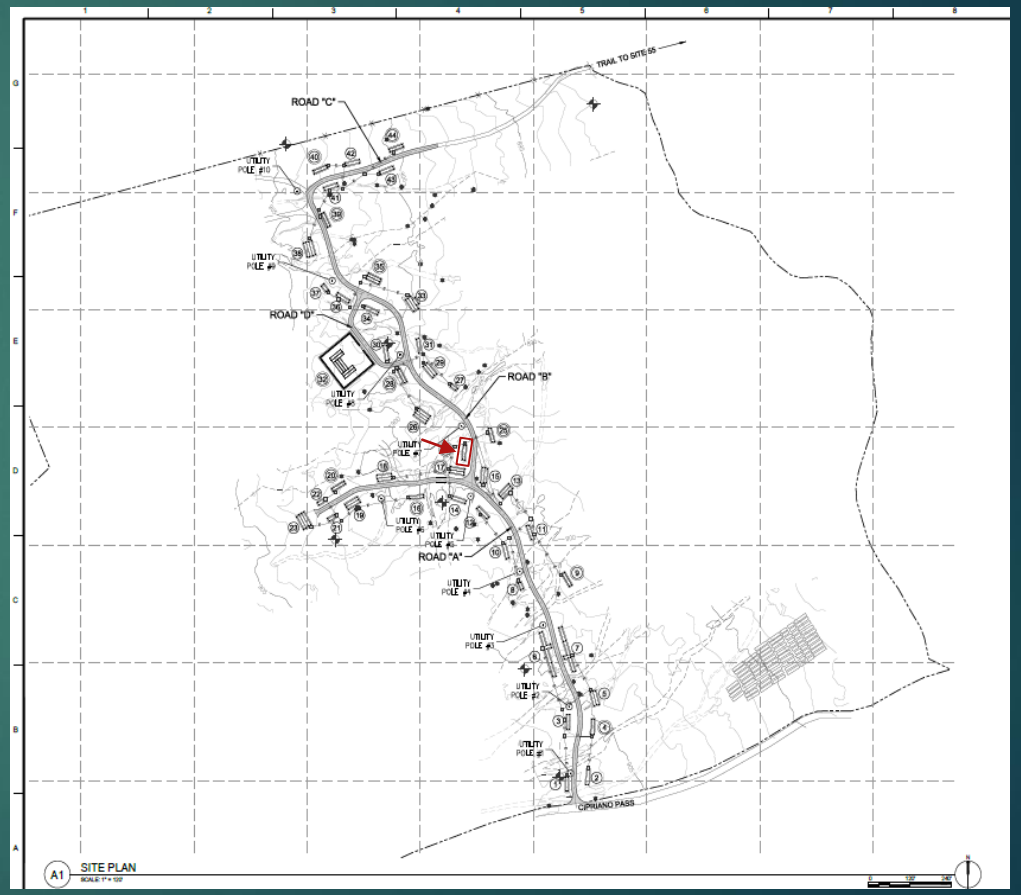

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 24

- SPECIFICS:
  - LOCATION: 11SQR 69539 93179
  - 2 STORY
  - 3 DOORS
  - 10 WINDOWS
  - 4 MOVABLE WALLS
  - 7 OUTLETS
  - 4 CEILING LIGHTS
  - GREY
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has (4) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 24

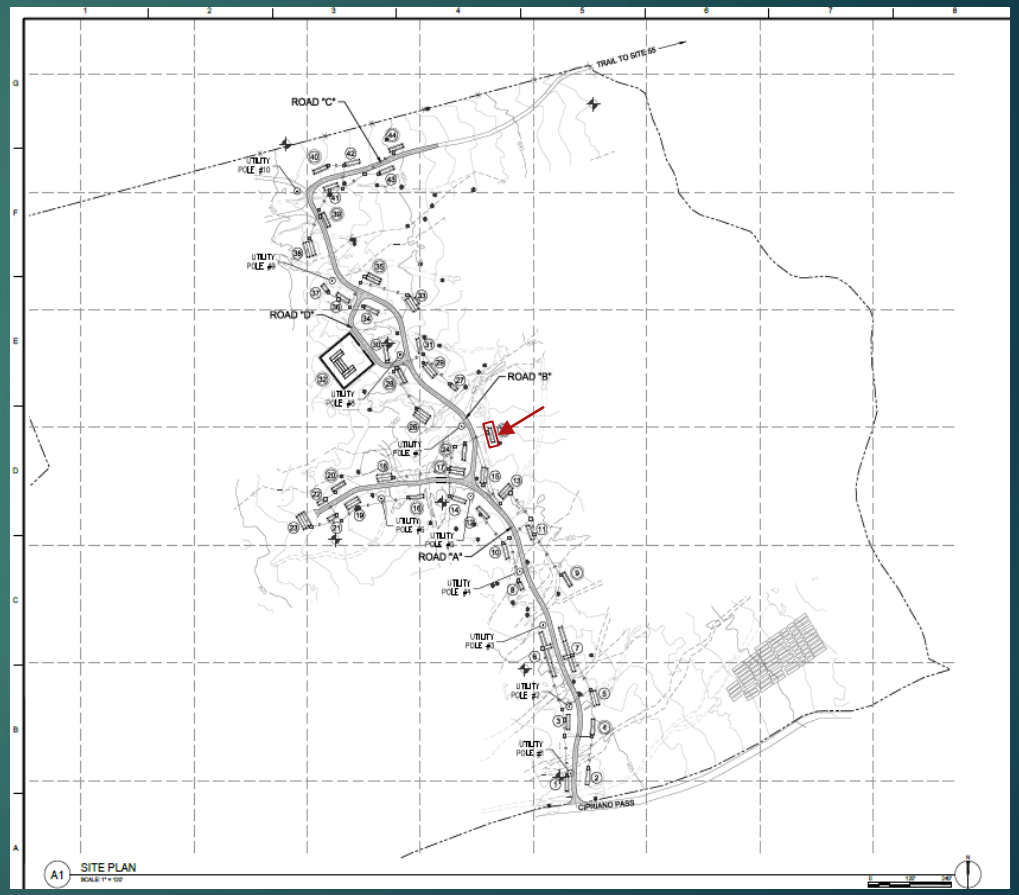

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 25

- SPECIFICS:
  - LOCATION: 11SQR 69563 93194
  - 2 STORY
  - 2 DOORS
  - 9 WINDOWS
  - 3 MOVABLE WALLS
  - 8 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 25

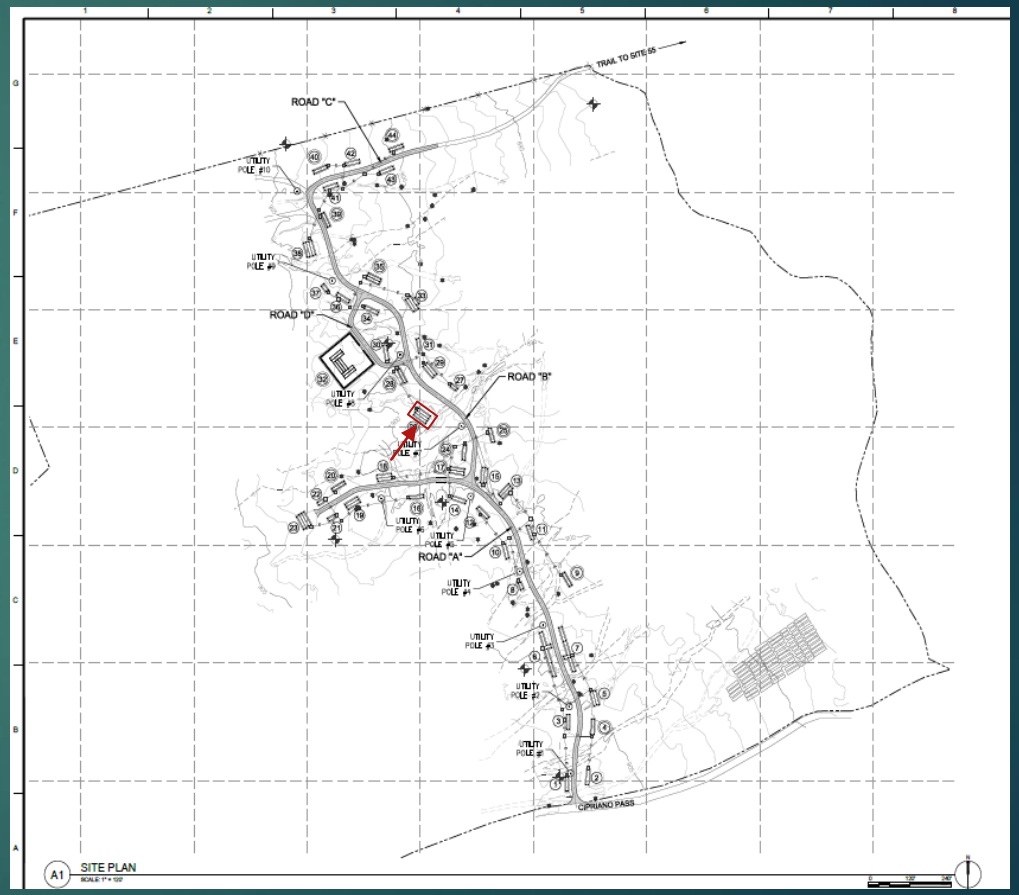

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 26

- SPECIFICS:
  - LOCATION: 11SQR 69501 93210
  - 1 STORY
  - 2 ROOMS
  - 3 DOORS
  - 6 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 6 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE EAST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (3) rooms wide this offers ease of access. This structure has (2) dividing walls segregating both room by using a "hallway like" corridor. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 26

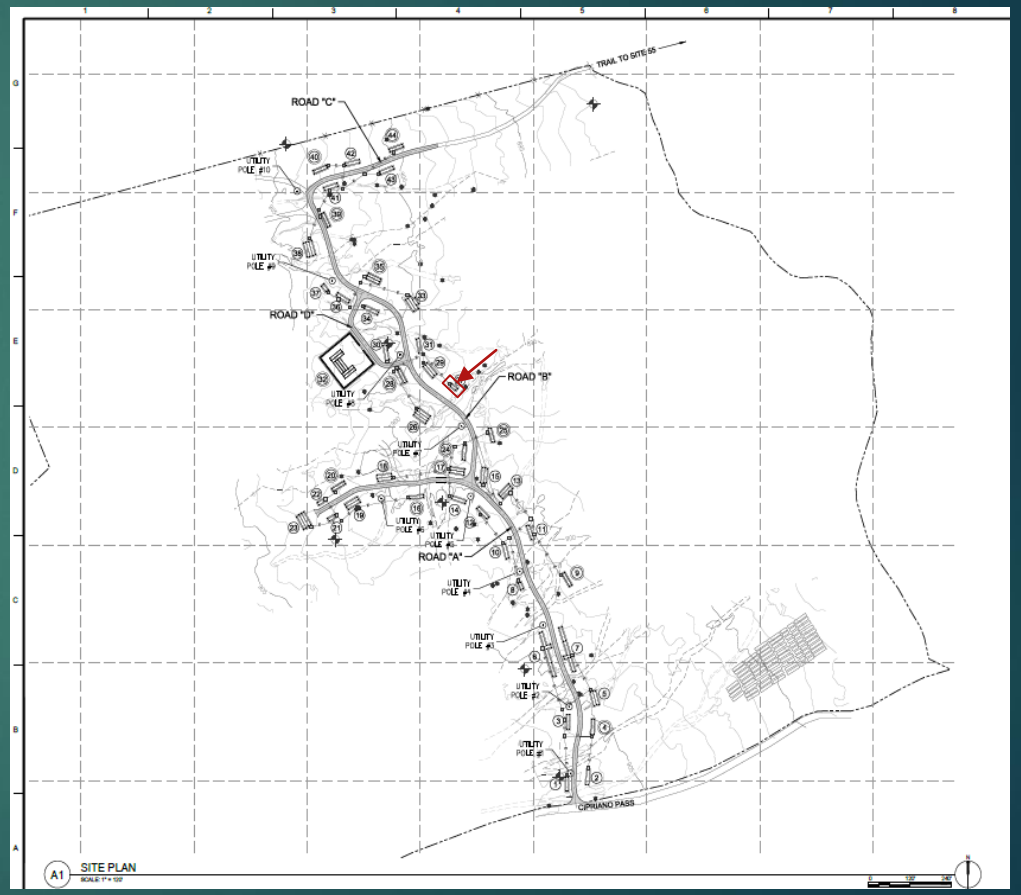

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #4
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #7
CIPRIANO PASS
A1
SITE PLAN

BUILDING 27

- SPECIFICS:
  - LOCATION: 11SQR 69529 93234
  - 1 STORY
  - 2 DOORS
  - 1 WINDOWS
  - 1 MOVABLE WALLS
  - 4 OUTLETS
  - 1 CEILING LIGHTS
  - TAN
  - NO ROOF ACCESS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, its small size requiring a more precise employment of this feature. The structure has (1) movable wall that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 27

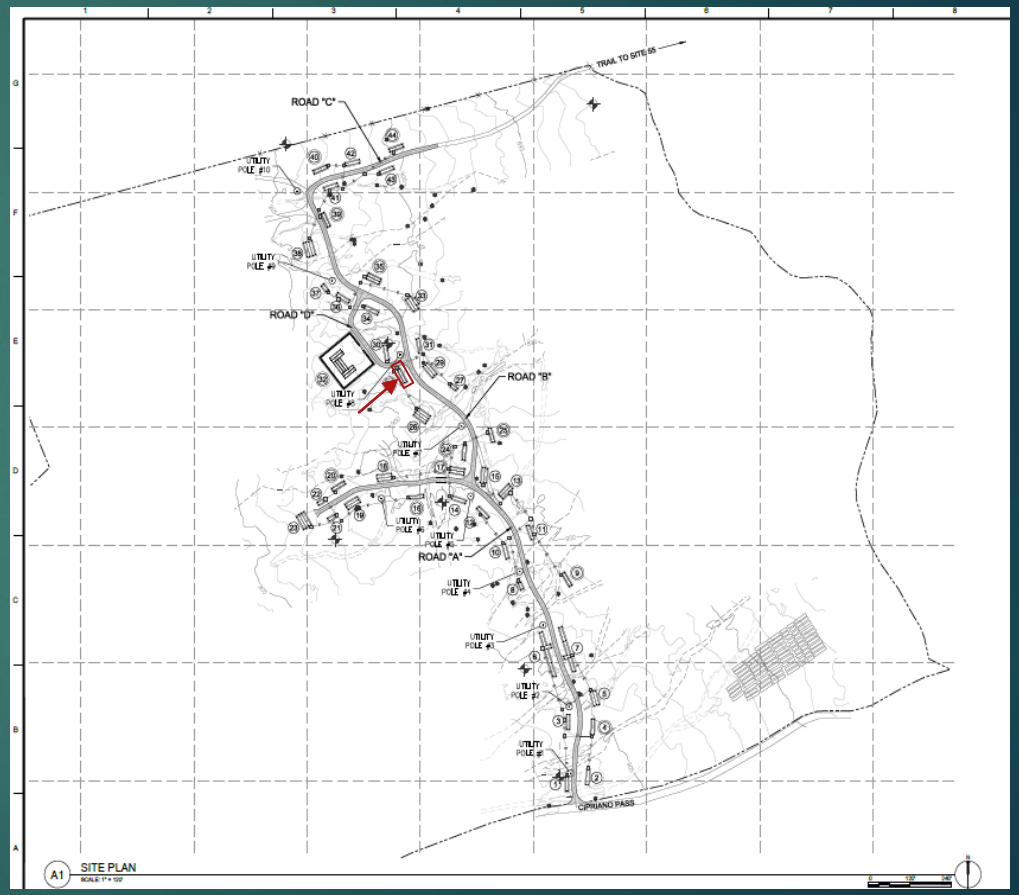

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 28

- SPECIFICS:
  - LOCATION: 11SQR 69484 93244
  - 2 STORY
  - 2 DOORS
  - 10 WINDOWS
  - 4 MOVABLE WALLS
  - 7 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has (4) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 28

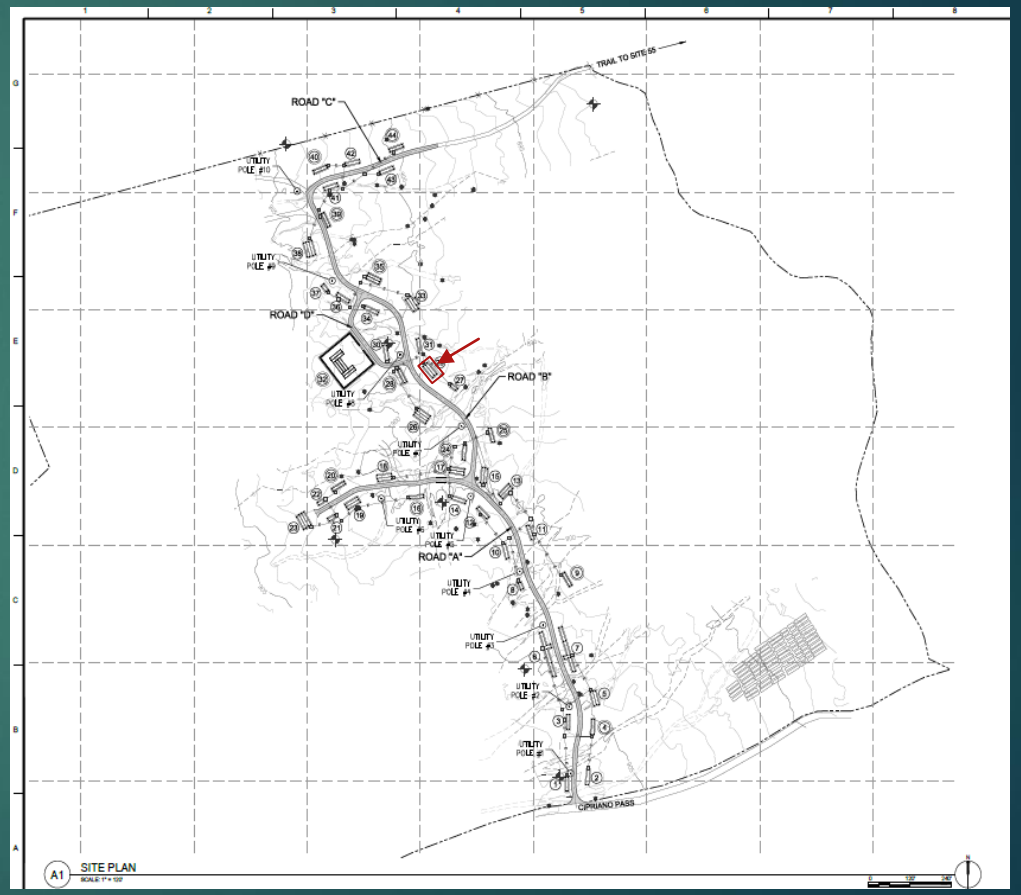

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 29

- SPECIFICS:
  - LOCATION: 11SQR 69508 93249
  - 1 STORY
  - 4 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 4 CEILING LIGHTS
  - GREY
  - ROOF ACCESS ON THE EAST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 29

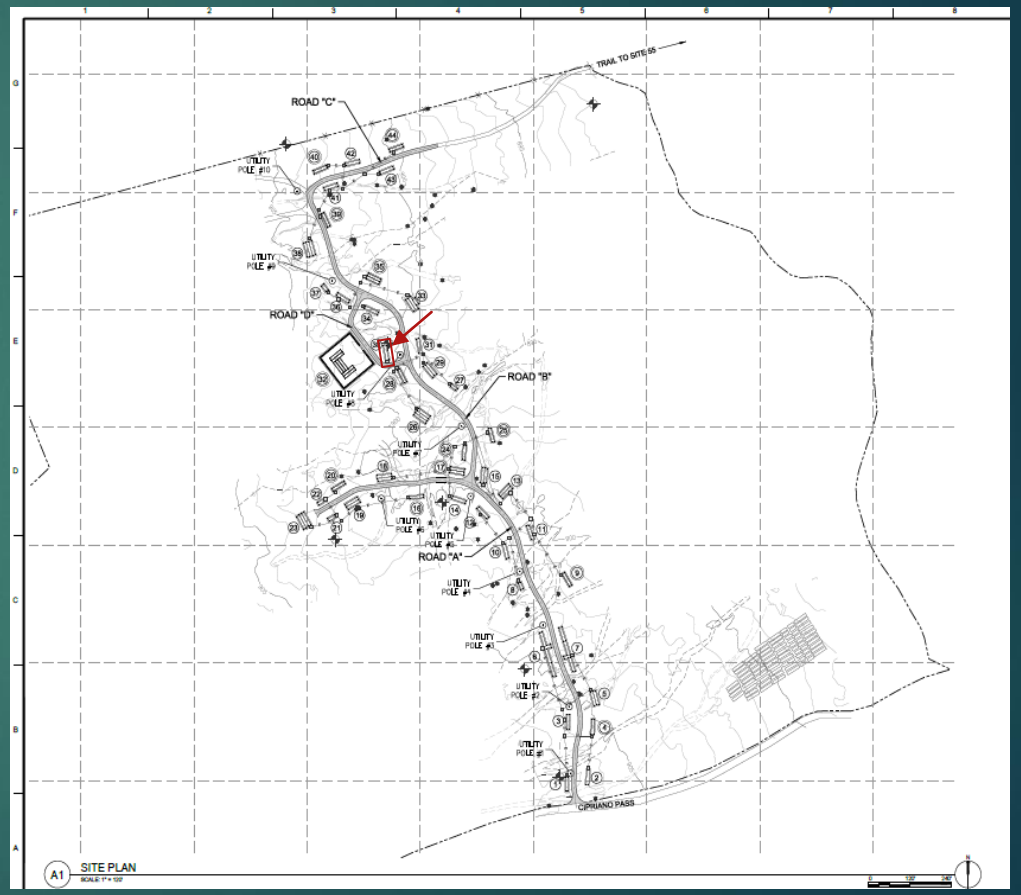

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 30

- SPECIFICS:
  - LOCATION: 11SQR 69470 93263
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - GREY
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 30

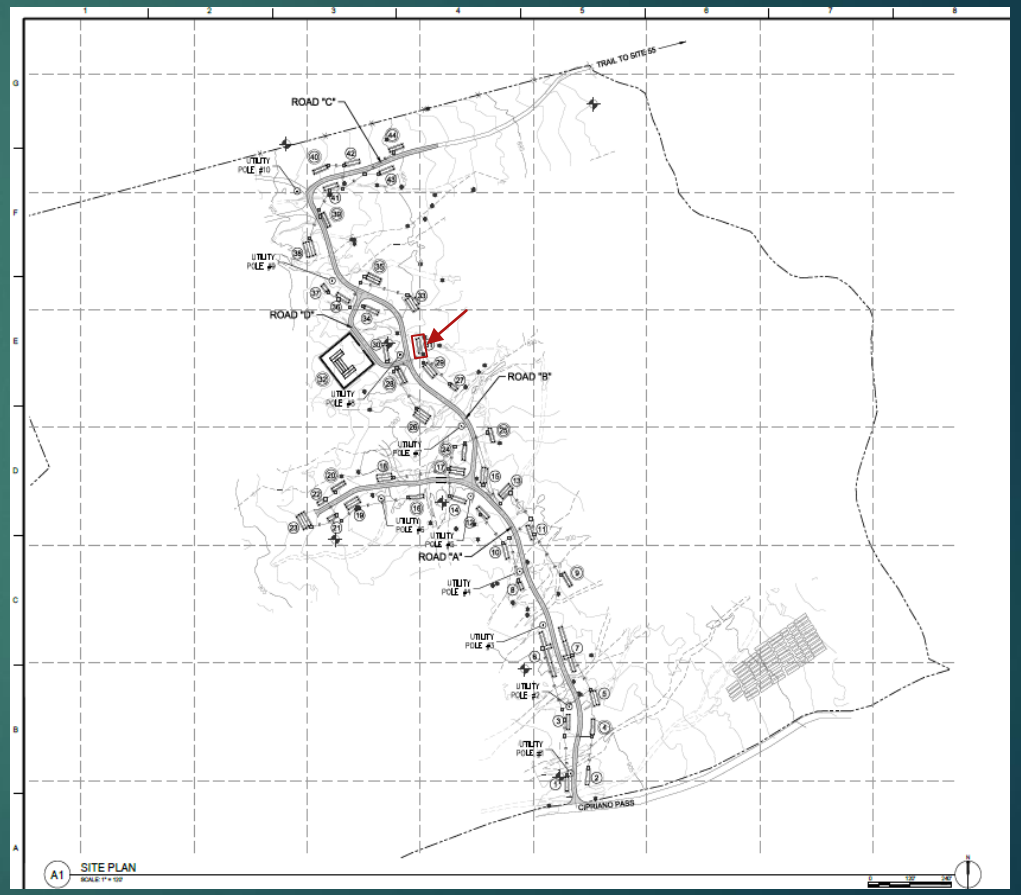

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 31

- SPECIFICS:
  - LOCATION: 11SQR 69499 93269
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 31

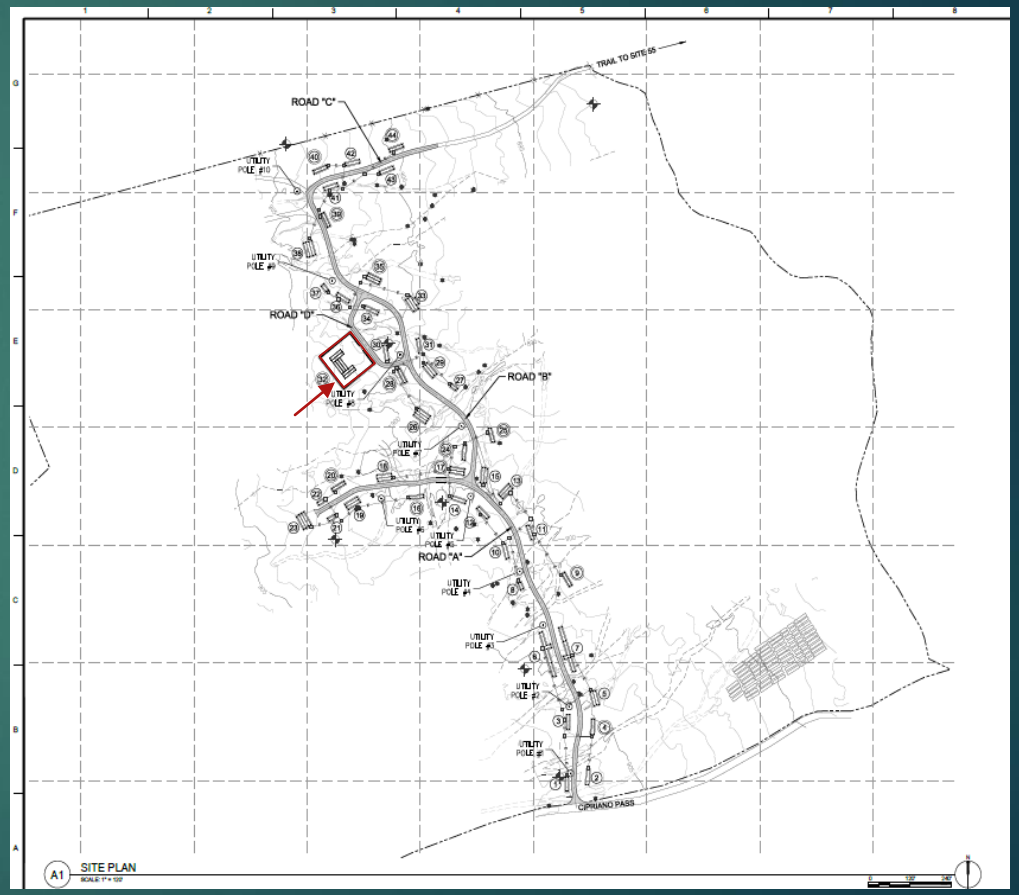

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #4
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #7
CIPRIANO PASS
A1
SITE PLAN

BUILDING 32 (EMBASSY)

- SPECIFICS:
  - LOCATION: 11SQR 69431 93253
  - 3 STORY
  - 23 ROOMS
  - 14 DOORS
  - 15 WINDOWS
  - 12 STATIONARY WALLS
  - 28 OUTLETS
  - 14 CEILING LIGHTS
  - TAN
  - 2 LADDERS/HATCHS ON THE 2ND FLOOR
  - ROOF PARAPETS

- CAPABILITIES: This structure facilitates UH-60 and Below landing as well as fast roping. (2) Roof hatches give access to the building from above the third floor. Walls are stationary in this structure. There is a perimeter wall with one entry point but the sturdy construction allows for vaulting or climbing.

BUILDING 32 (EMBASSY)



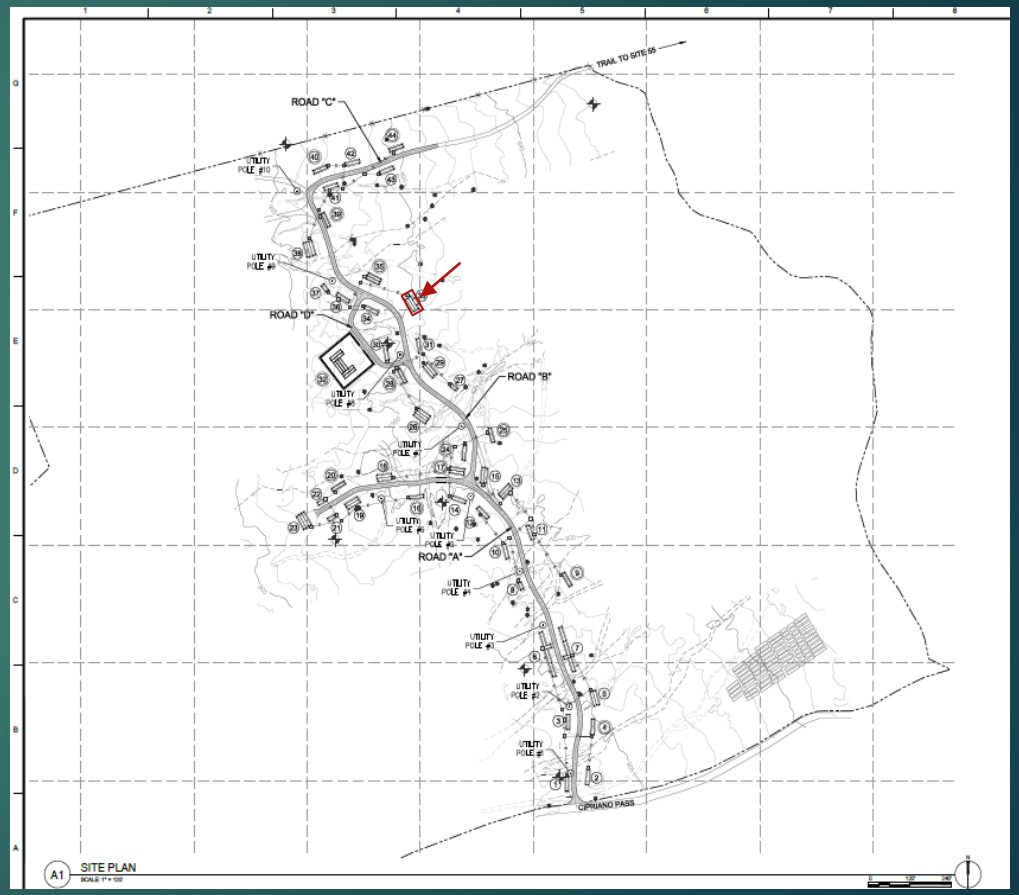
UH-60 & BELOW
UH-60 & BELOW

BUILDING 33

- SPECIFICS:
  - LOCATION: 11SQR 69493 93305
  - 1 STORY
  - 2 ROOMS
  - 3 DOORS
  - 3 WINDOWS
  - 1 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - RED
  - NO ROOF ACCESS

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. The structure is divided into two rooms with one moveable wall. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 33

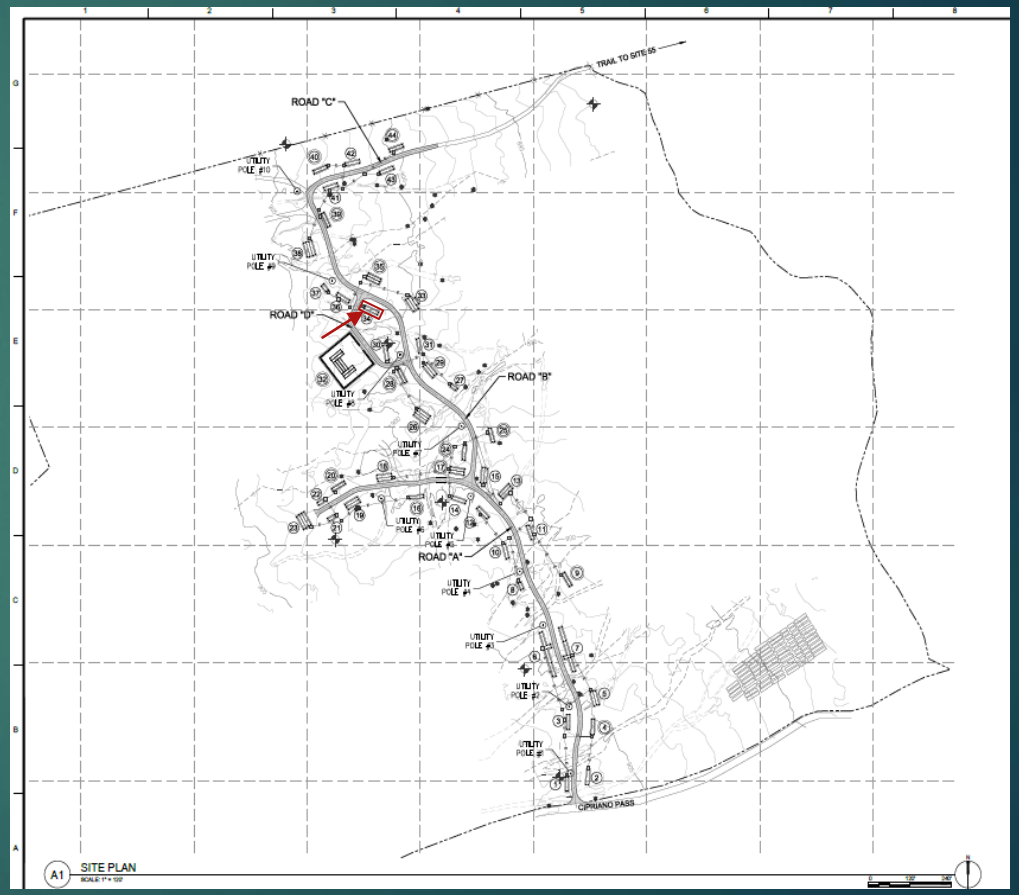

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 34

- SPECIFICS:
  - LOCATION: 11SQR 69457 93300
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 34

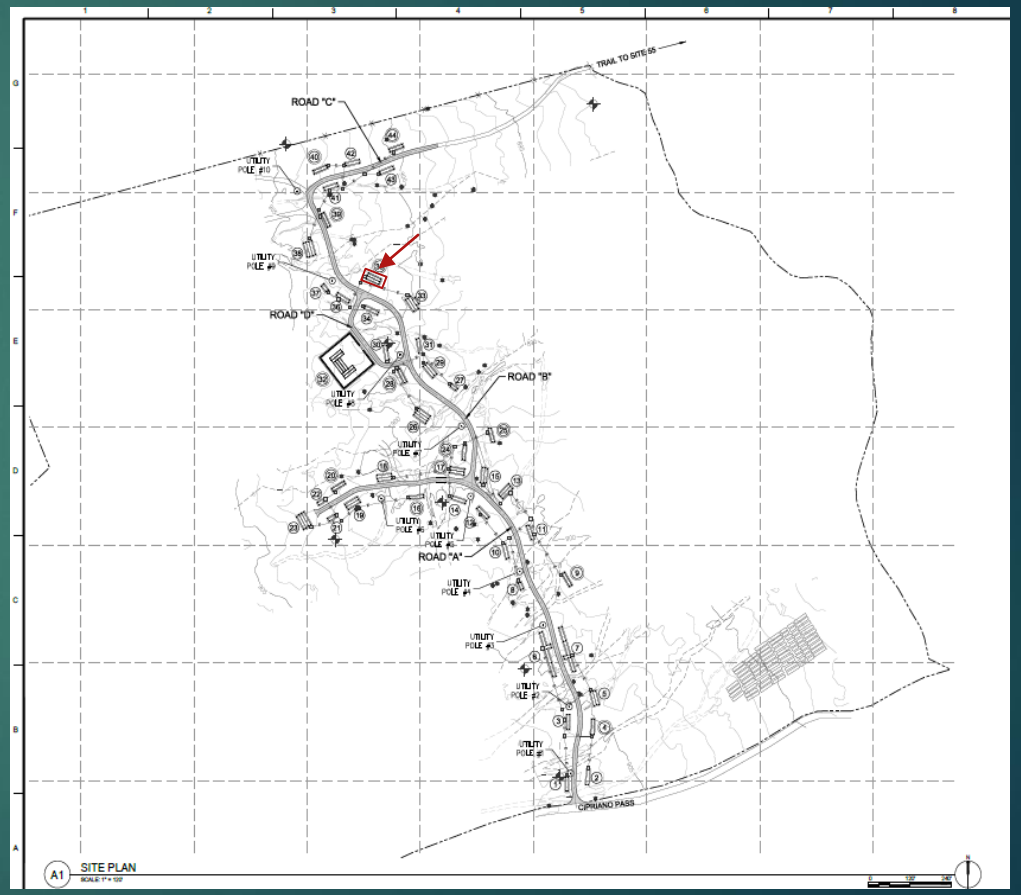

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 35

- SPECIFICS:
  - LOCATION: 11SQR 69459 93326
  - 2 STORY
  - 4 ROOMS
  - 4 DOORS
  - 17 WINDOWS
  - 4 MOVABLE WALLS
  - 8 OUTLETS
  - 8 CEILING LIGHTS
  - TAN
  - ROOF ACCESS VIA LADDER/HATCH ON THE 2ND FLOOR

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure and insert through the hatch located on the roof. The structure has (4) movable walls and (4) rooms that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 35

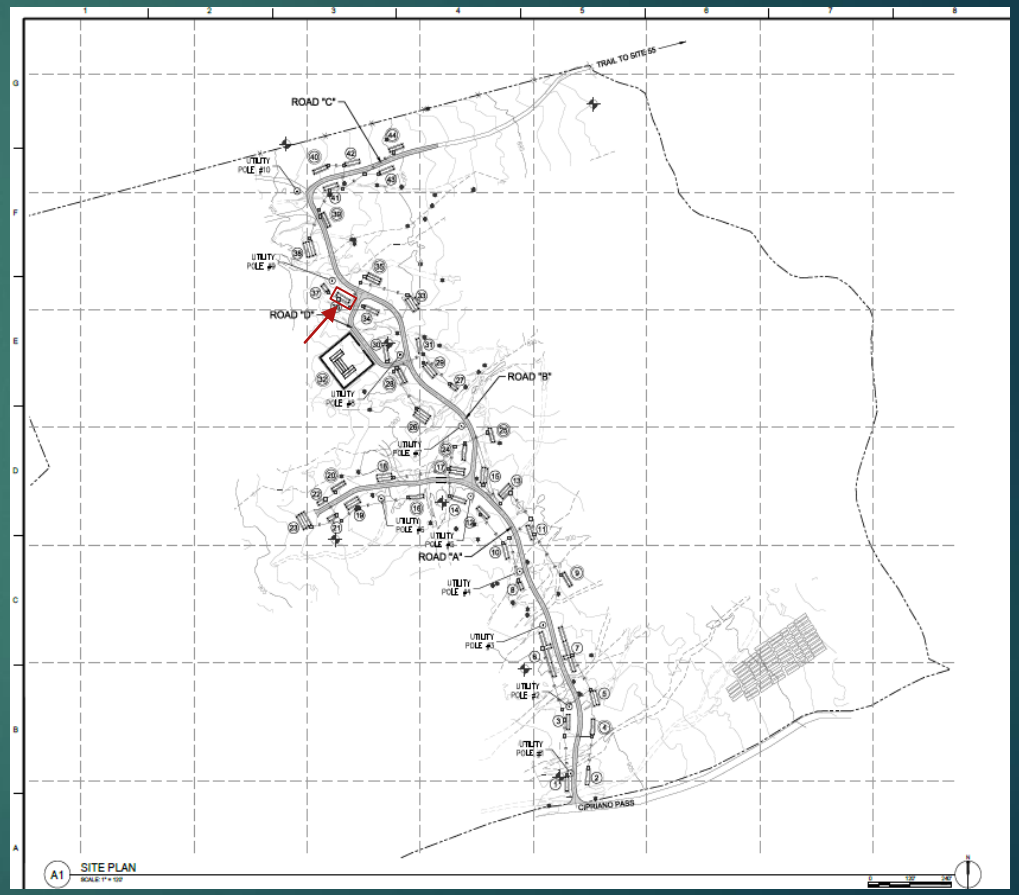

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 36

- SPECIFICS:
  - LOCATION: 11SQR 69432 93310
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE WEST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 36

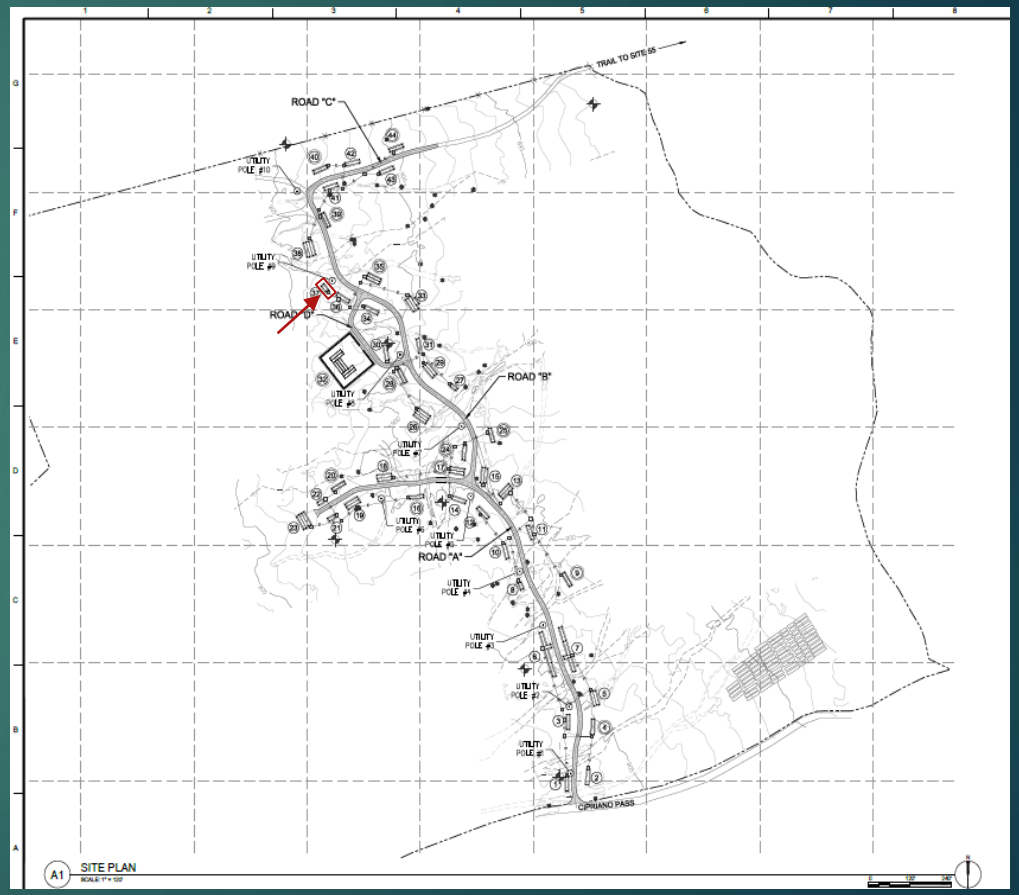

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 37

- SPECIFICS:
  - LOCATION: 11SQR 69416 93319
  - 1 STORY
  - 2 DOORS
  - 2 WINDOWS
  - 1 MOVABLE WALLS
  - 4 OUTLETS
  - 1 CEILING LIGHTS
  - TAN
  - ROOF ACCESS ON THE NORTH SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, its small size requiring a more precise employment of this feature. The structure has (1) movable wall that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 37

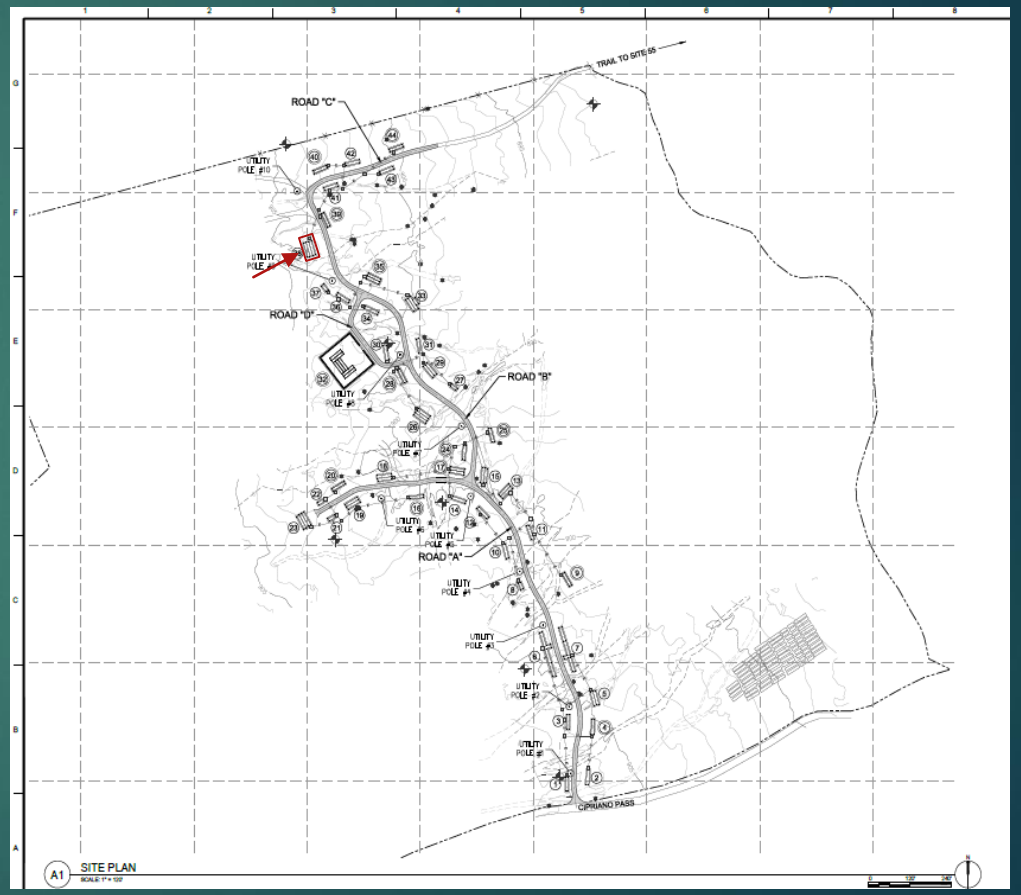

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #4
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #7
CIPRIANO PASS
A1
SITE PLAN

BUILDING 38

- SPECIFICS:
  - LOCATION: 11SQR 69402 93352
  - 1 STORY
  - 3 ROOMS
  - 4 DOORS
  - 6 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 6 CEILING LIGHTS
  - GREY
  - ROOF ACCESS ON THE EAST SIDE OF THE STRUCTURE
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure, being (3) rooms wide this offers ease of access. This structure has (2) dividing walls segregating the building into (3) rooms. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 38

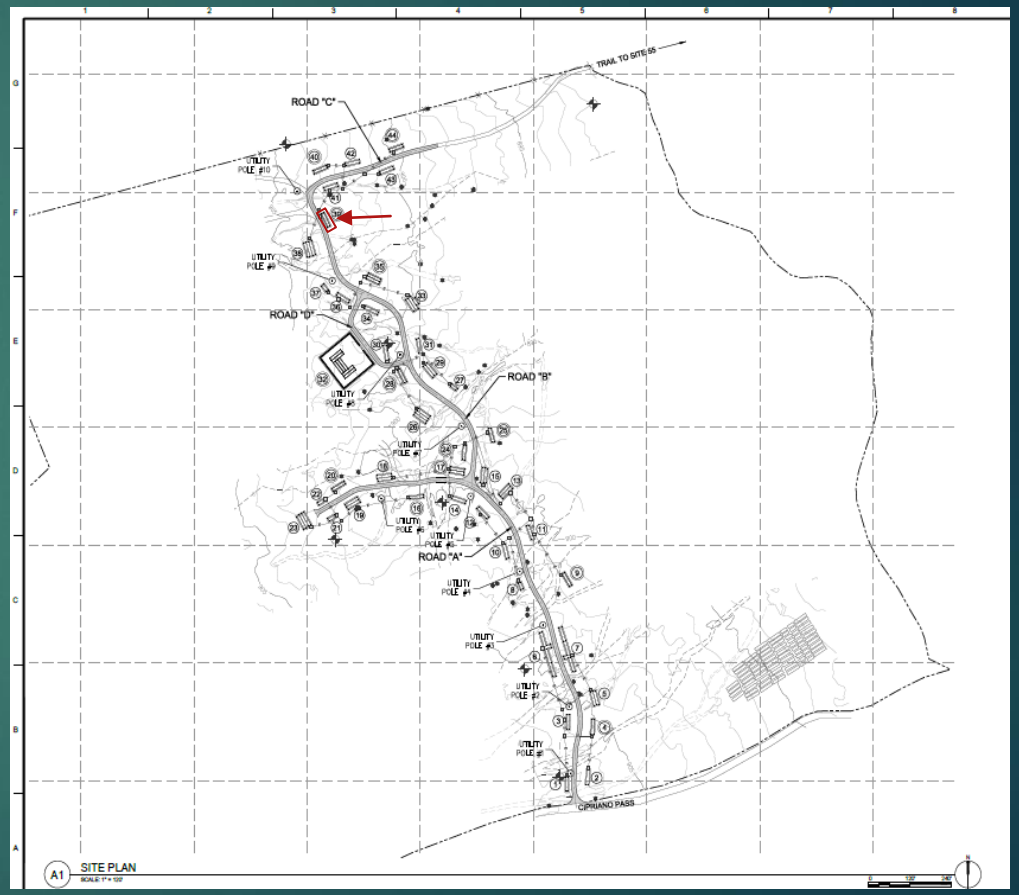

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 39

- SPECIFICS:
  - LOCATION: 11SQR 69402 93352
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 3 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - 2 LADDERS/HATCHS ON THE 2ND FLOOR
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure utilizing roof hatches to allow room clearing from the top down. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 39

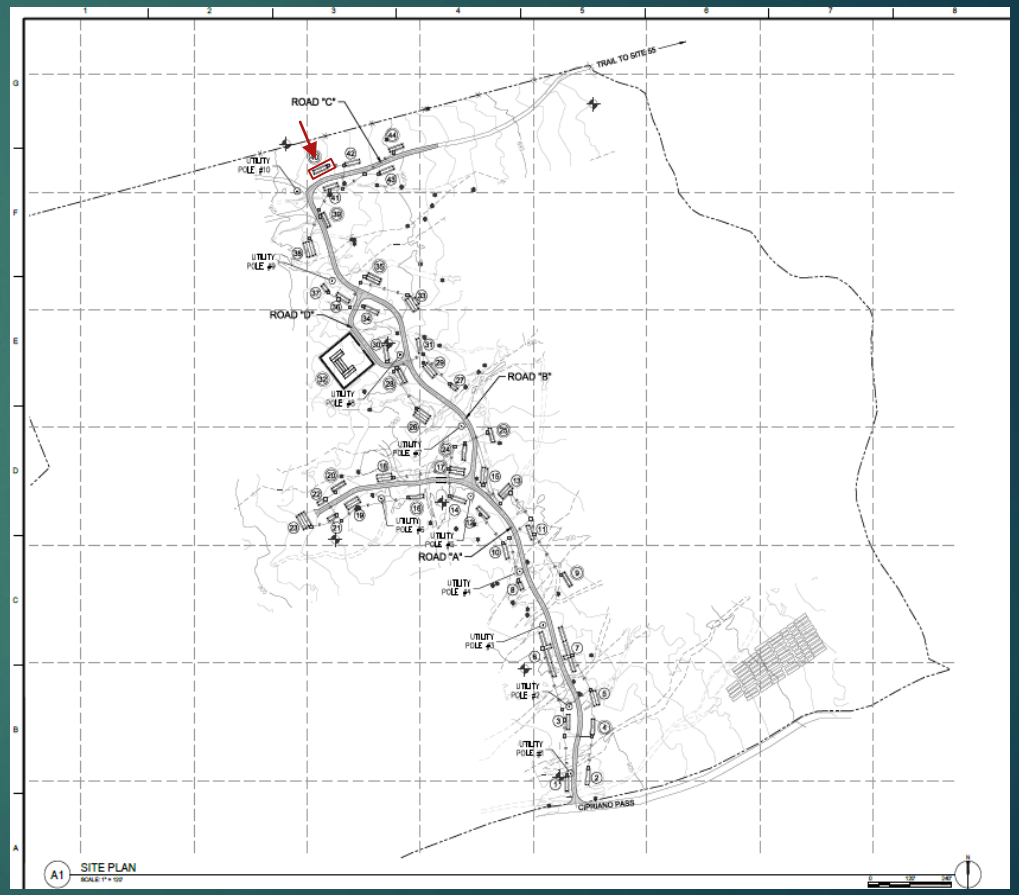

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 40

- SPECIFICS:
  - LOCATION: 11SQR 69411 93419
  - 2 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 4 MOVABLE WALLS
  - 7 OUTLETS
  - 4 CEILING LIGHTS
  - TAN
  - HATCH ON THE 2ND FLOOR
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure and insert through the hatch located on the roof. The structure has (4) movable walls and (4) rooms that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 40

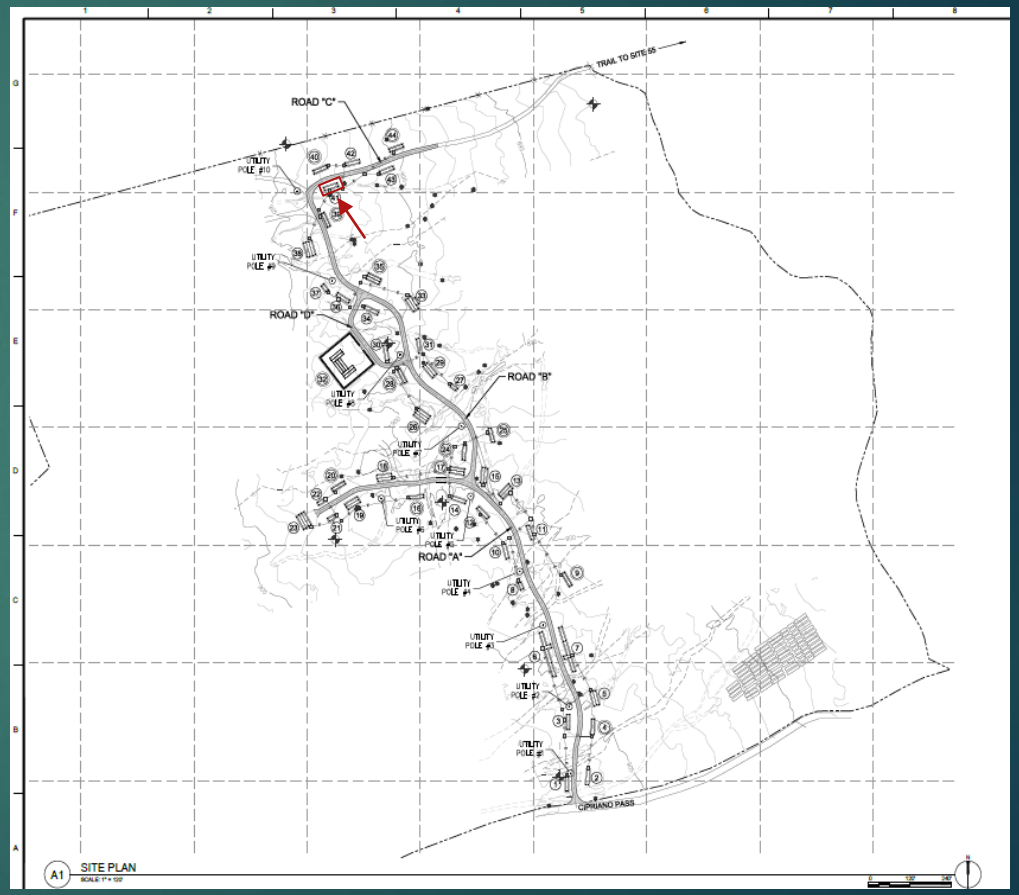

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 41

- SPECIFICS:
  - LOCATION: 11SQR 69420 93404
  - 1 STORY
  - 2 DOORS
  - 3 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS
- **IN CLOSE PROXIMITY TO 25' TELEPHONE WIRE**

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (3) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 41

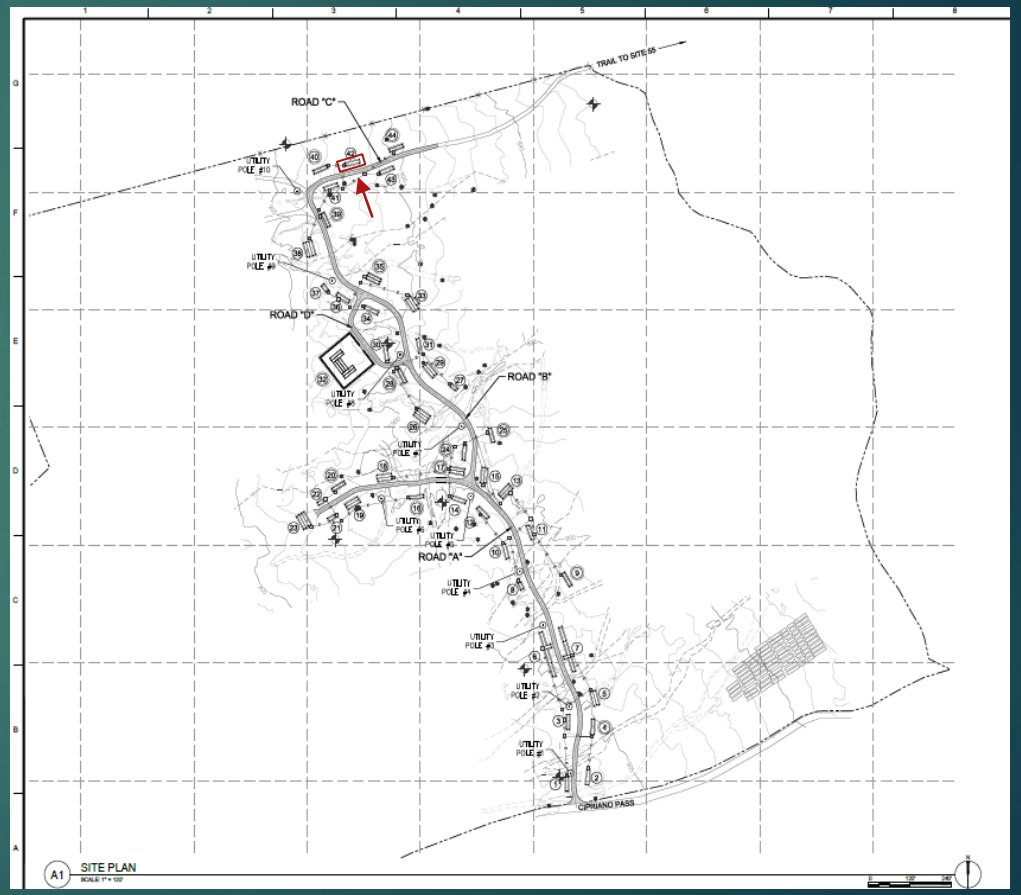

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 42

- SPECIFICS:
  - LOCATION: 11SQR 69439 93424
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - GREY
  - LADDER
  - ROOF PARAPETS

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 42

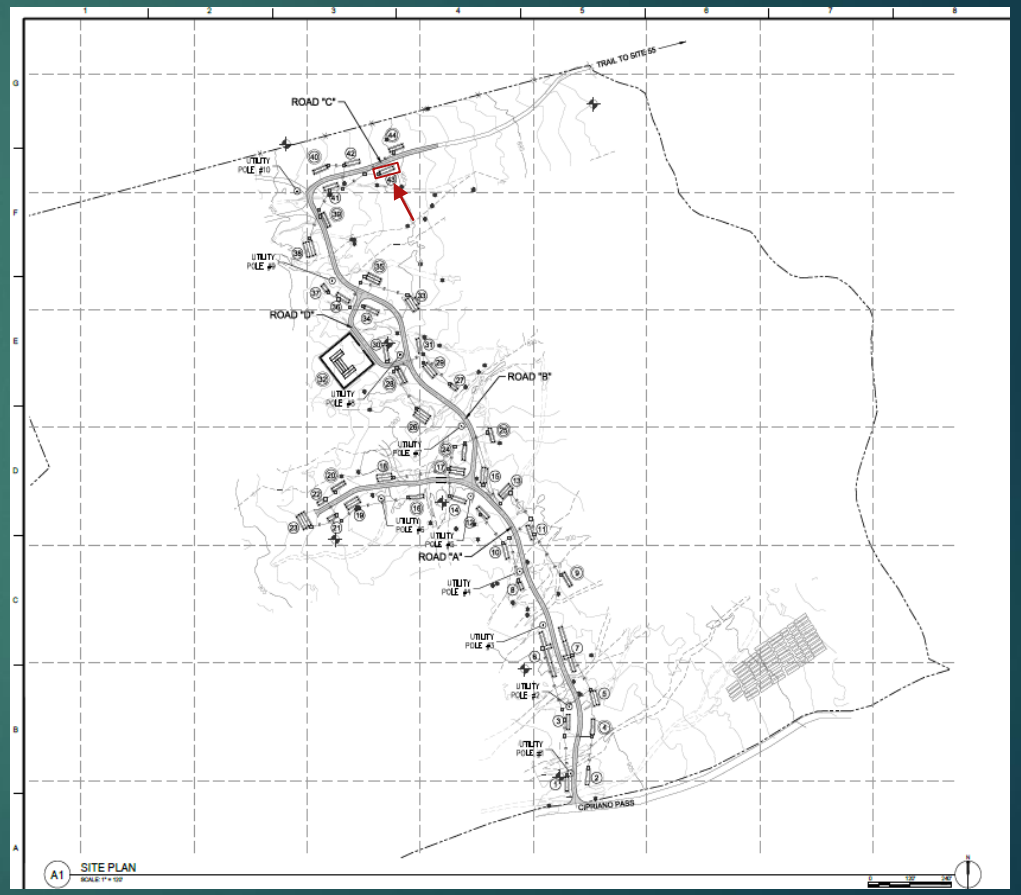

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #4
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #
CIPRIANO PASS
A1
SITE PLAN

BUILDING 43

- SPECIFICS:
  - LOCATION: 11SQR 6947093418
  - 1 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 2 MOVABLE WALLS
  - 4 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - LADDER
  - ROOF PARAPETS

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure. The structure has (2) movable walls that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 43

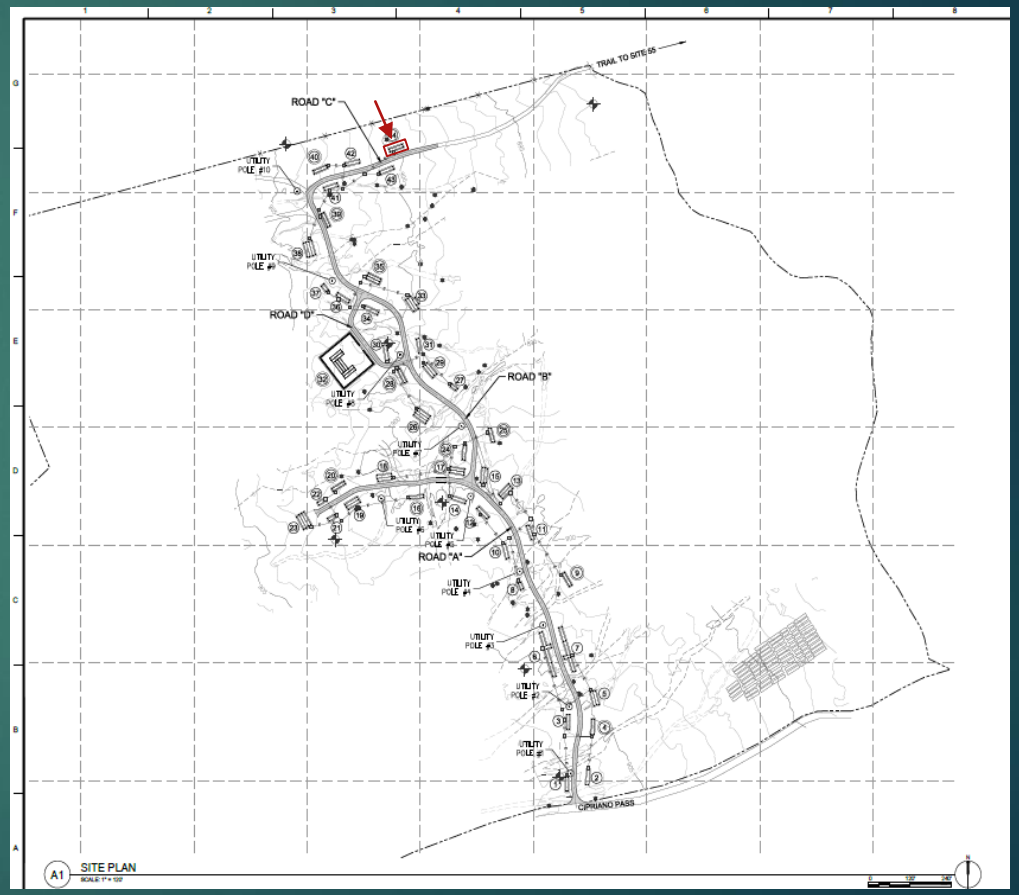

TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #8
ROAD "B"
UTILITY POLE #7
UTILITY POLE #6
UTILITY POLE #5
ROAD "A"
UTILITY POLE #4
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #1
CIPRIANO PASS
A1
SITE PLAN

BUILDING 44

- SPECIFICS:
  - LOCATION: 11SQR 6947893437
  - 2 STORY
  - 2 DOORS
  - 4 WINDOWS
  - 3 MOVABLE WALLS
  - 7 OUTLETS
  - 2 CEILING LIGHTS
  - TAN
  - HATCH ON THE 2ND FLOOR
  - ROOF PARAPETS

- CAPABILITIES: This building will allow operators the ability to apply CQB and breaching (without damage to structure) operations. Operators will have the ability to fast rope on to the structure and insert through the hatch located on the roof. The structure has (3) movable walls and (4) rooms that will provide multiple different scenarios. The structure has lights and outlets which will provide commanders the ability to charge/use devices that require a power source.

Building 44


TRAIL TO SITE 55
ROAD "C"
UTILITY POLE #10
UTILITY POLE #9
ROAD "D"
UTILITY POLE #5
ROAD "B"
UTILITY POLE #4
UTILITY POLE #6
UTILITY POLE #8
ROAD "A"
UTILITY POLE #1
UTILITY POLE #3
UTILITY POLE #2
UTILITY POLE #
CIPRIANO PASS
A1
SITE PLAN

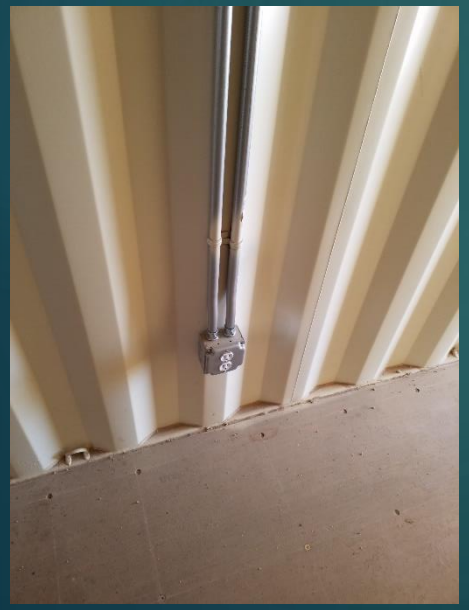
Electrical

- The facility is divided into five "Pods" by the electrical wiring system. Each pod can be powered by a single generator, via direct connection from a centralized building in each pod.
- Pods are divided as followed:
  - Pod 1: Buildings 1- 7, Generator outlet – Building 3
  - Pod 2: Buildings 8 - 13 & 15, Generator outlet – Building 11
  - Pod 3: Buildings 16 & 19-23, Generator outlet – Building 19
  - Pod 4: Buildings 14,17,18, 24, 25, Generator outlet – Building 17
  - Pod 5: Buildings 26 – 31, Generator outlet – Building 28
  - Pod 6: Buildings 33 – 37, Generator outlet – Building 36
  - Pod 7: Buildings 38 – 44, Generator outlet – Building 41
- The Embassy(Building 32) stands independently and has its own generator outlet

Electrical

All of these grids have a gas generator outlet.

All buildings are outfitted with lights able and outlets to be used for training evolutions.



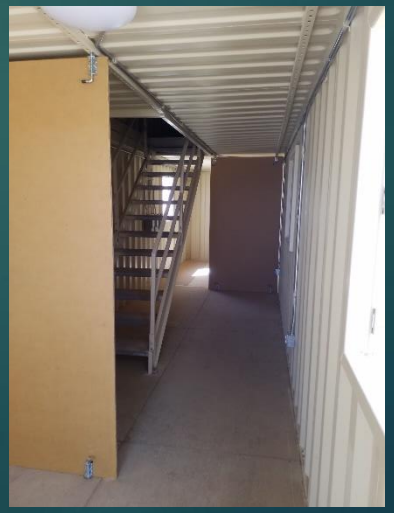
The electrical is wired through a grid system, with each main power bow supplying power to certain structures. With a few structures being grouped together under one breaker.

Window

Moveable Wall

Roof Hatch

Door

Ladder

Ladder Well