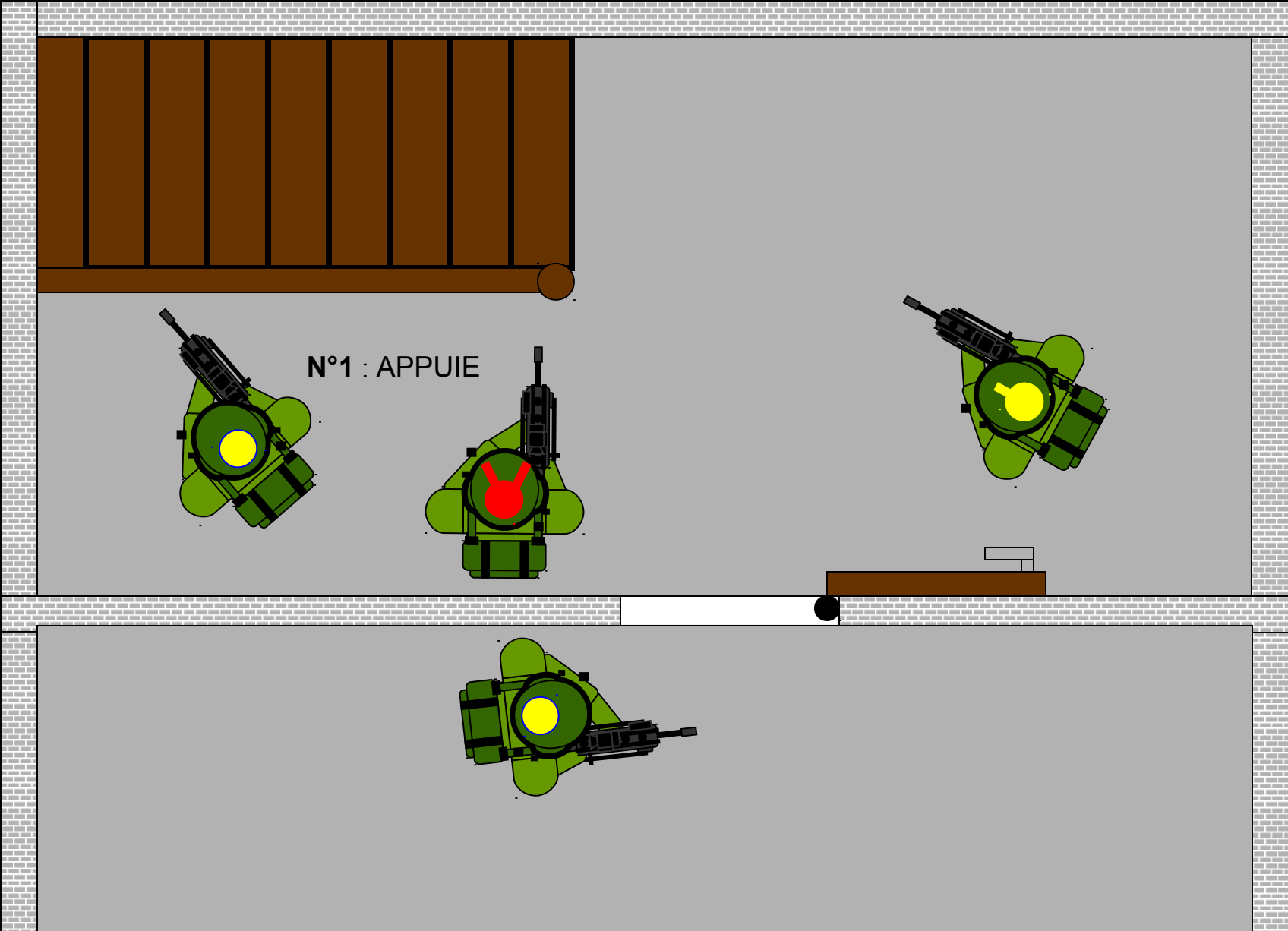


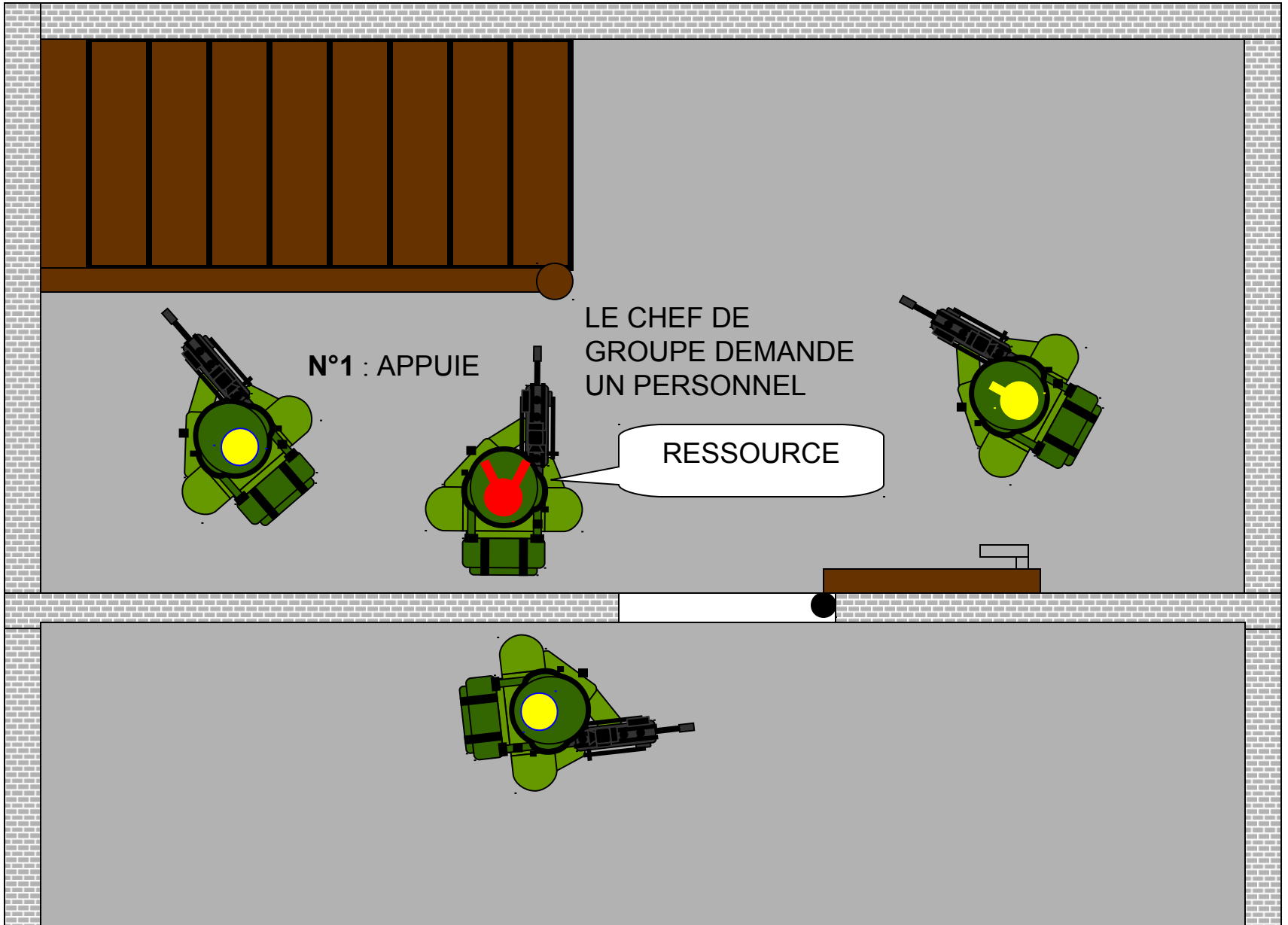
**MONITER UN ESCALIER**

**À  
TRINÔME**

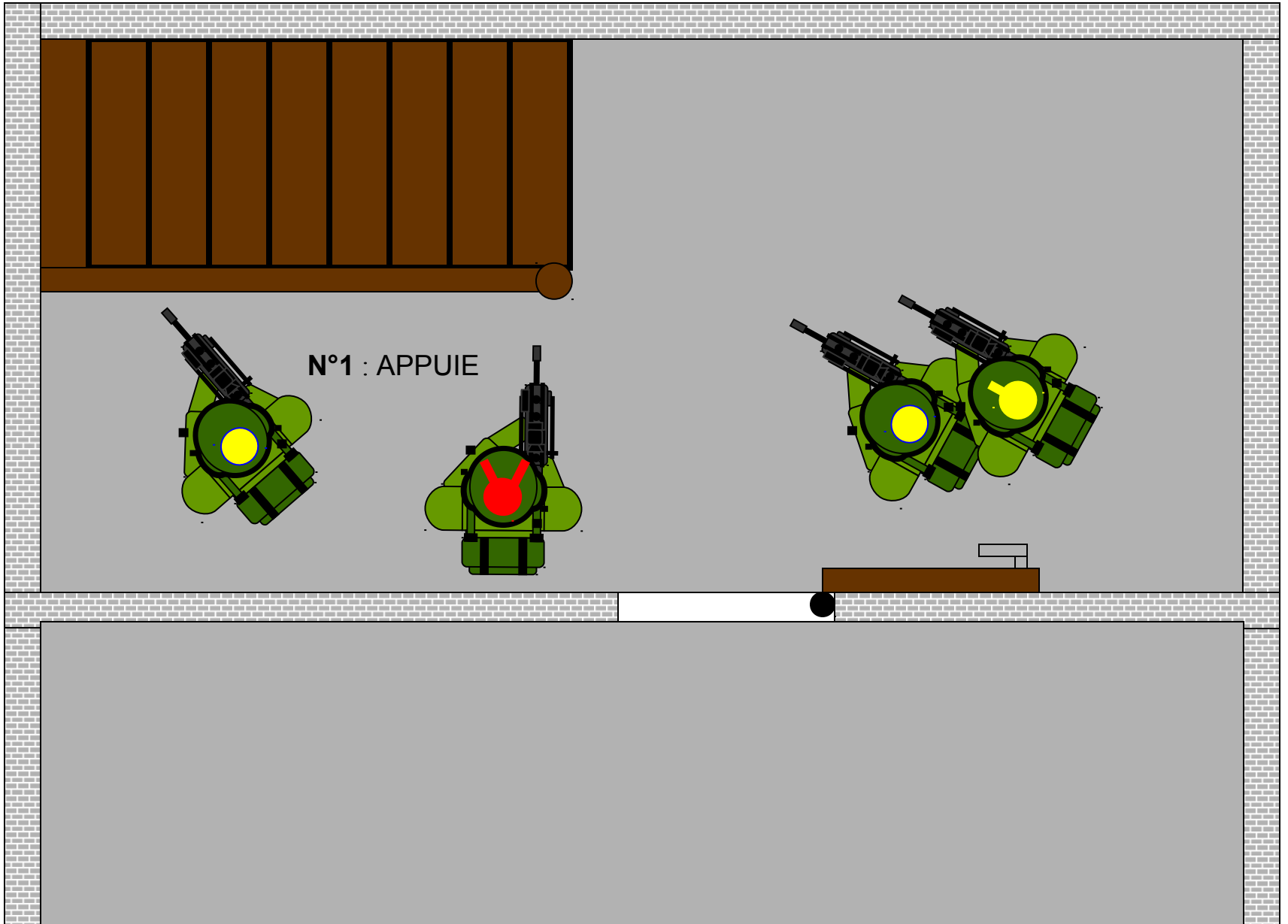
# ABORDER L'ESCALIER



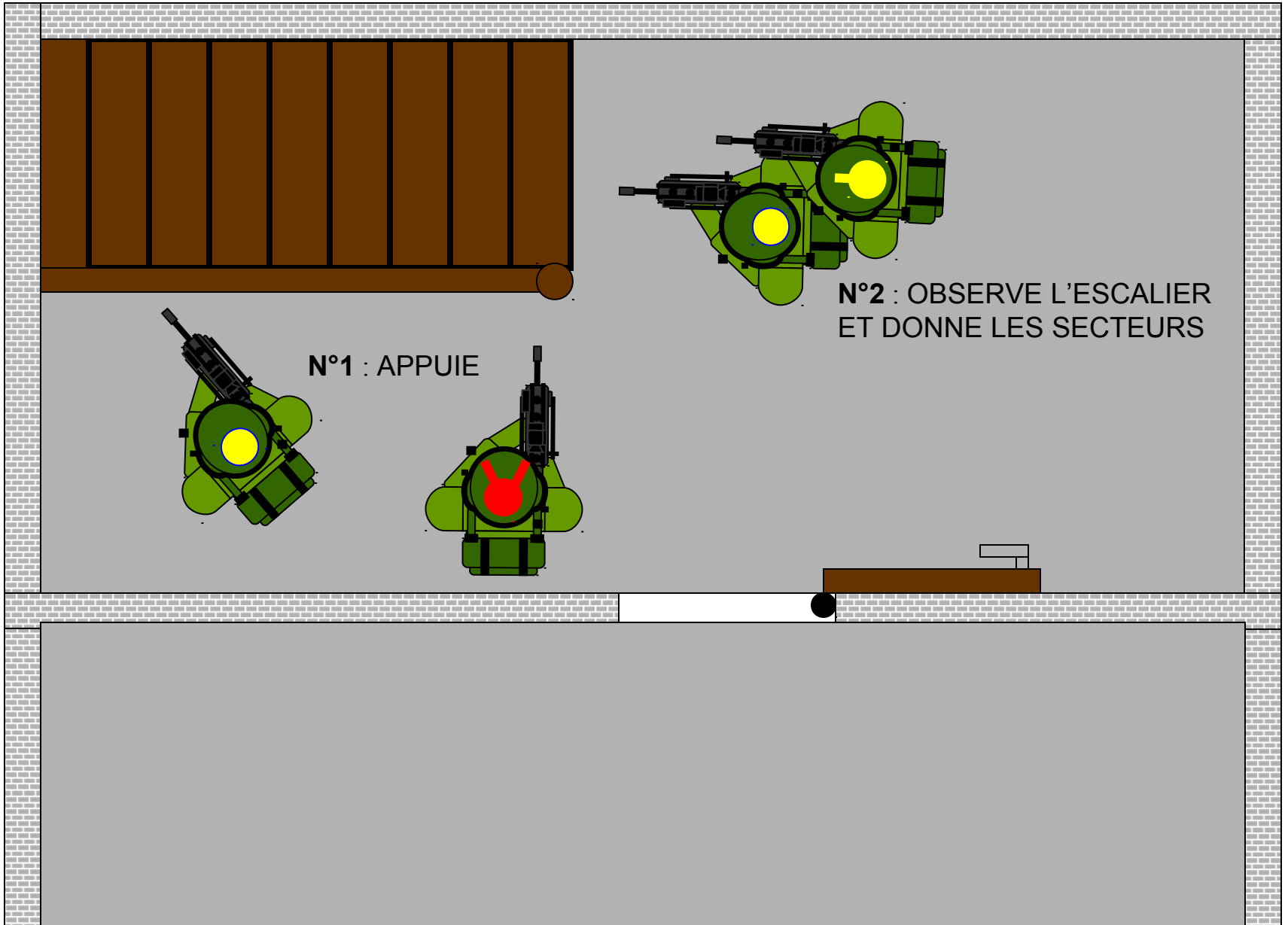
# PREPARER



# PREPARER



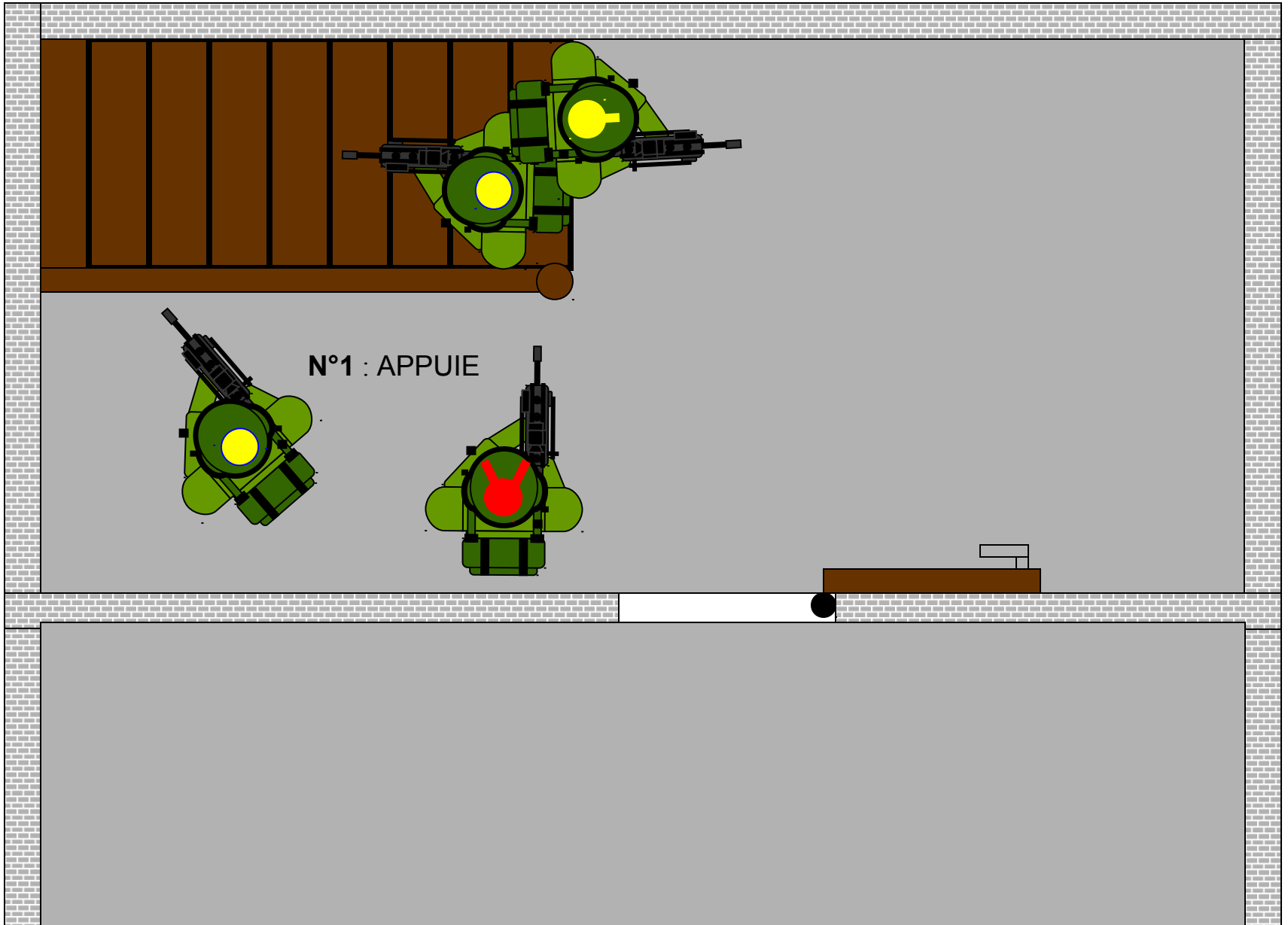
# PREPARER



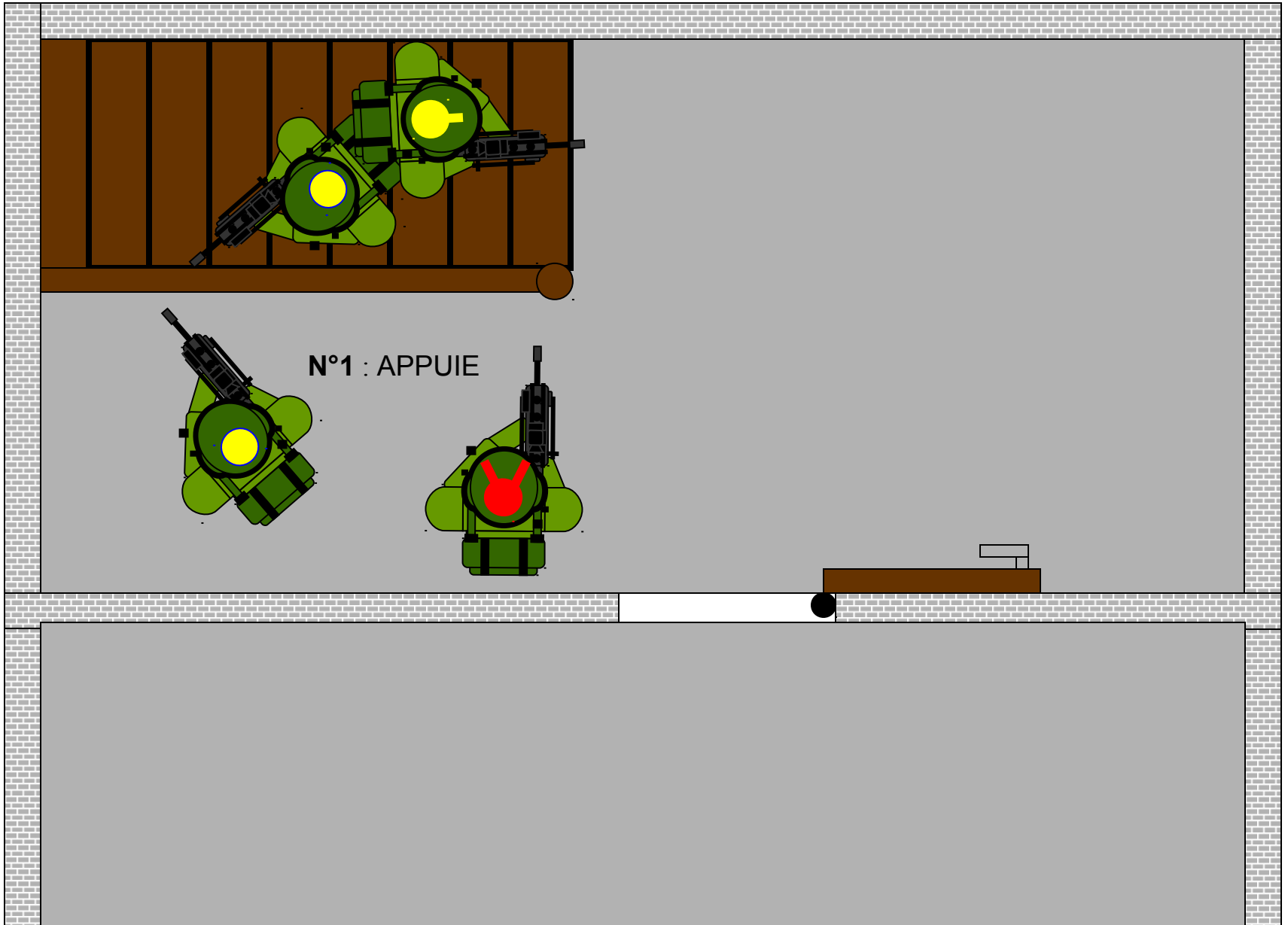
N°1 : APPUIE

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

# MONTER

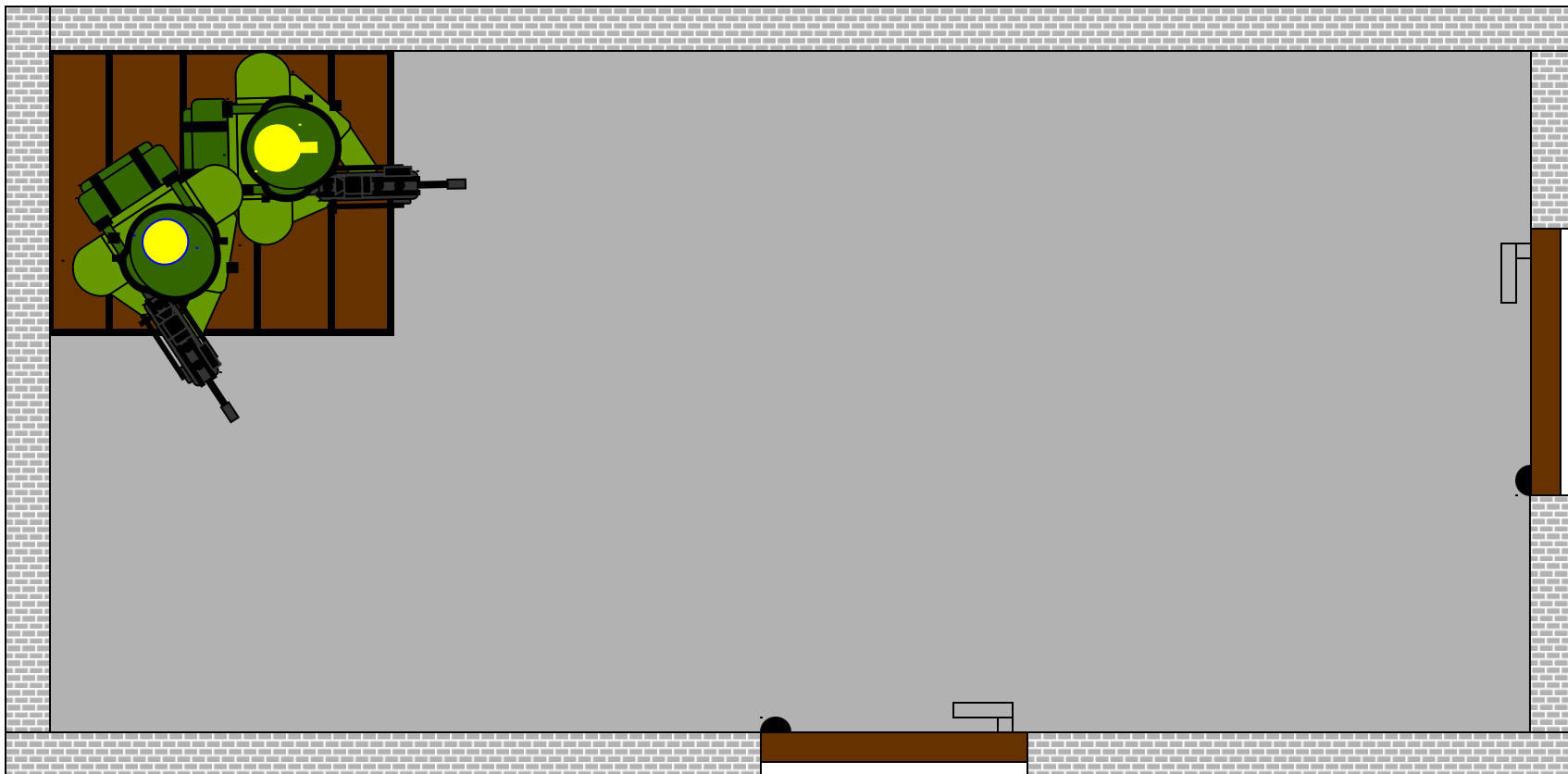


# MONTER

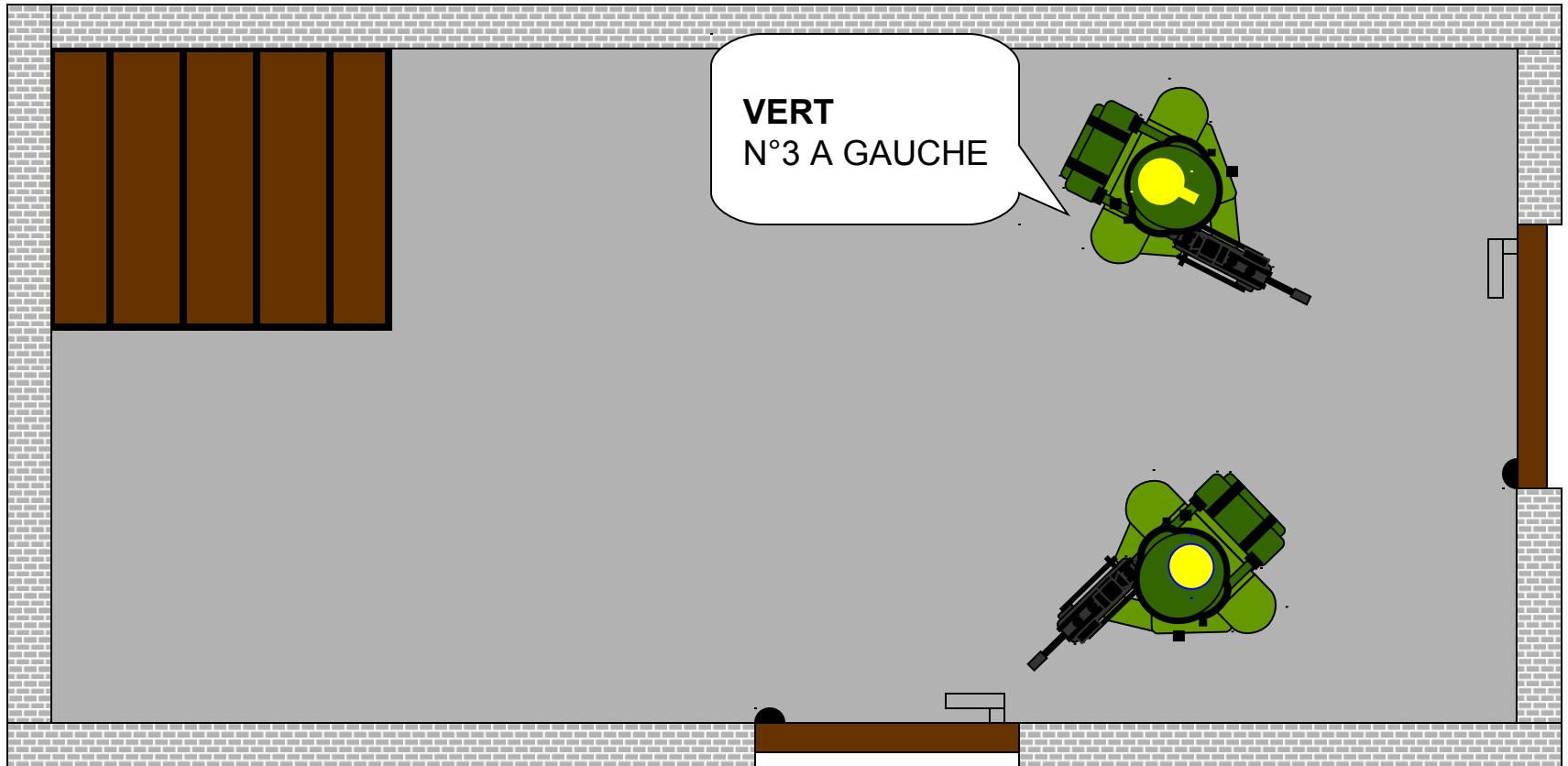




# RECONNAITRE

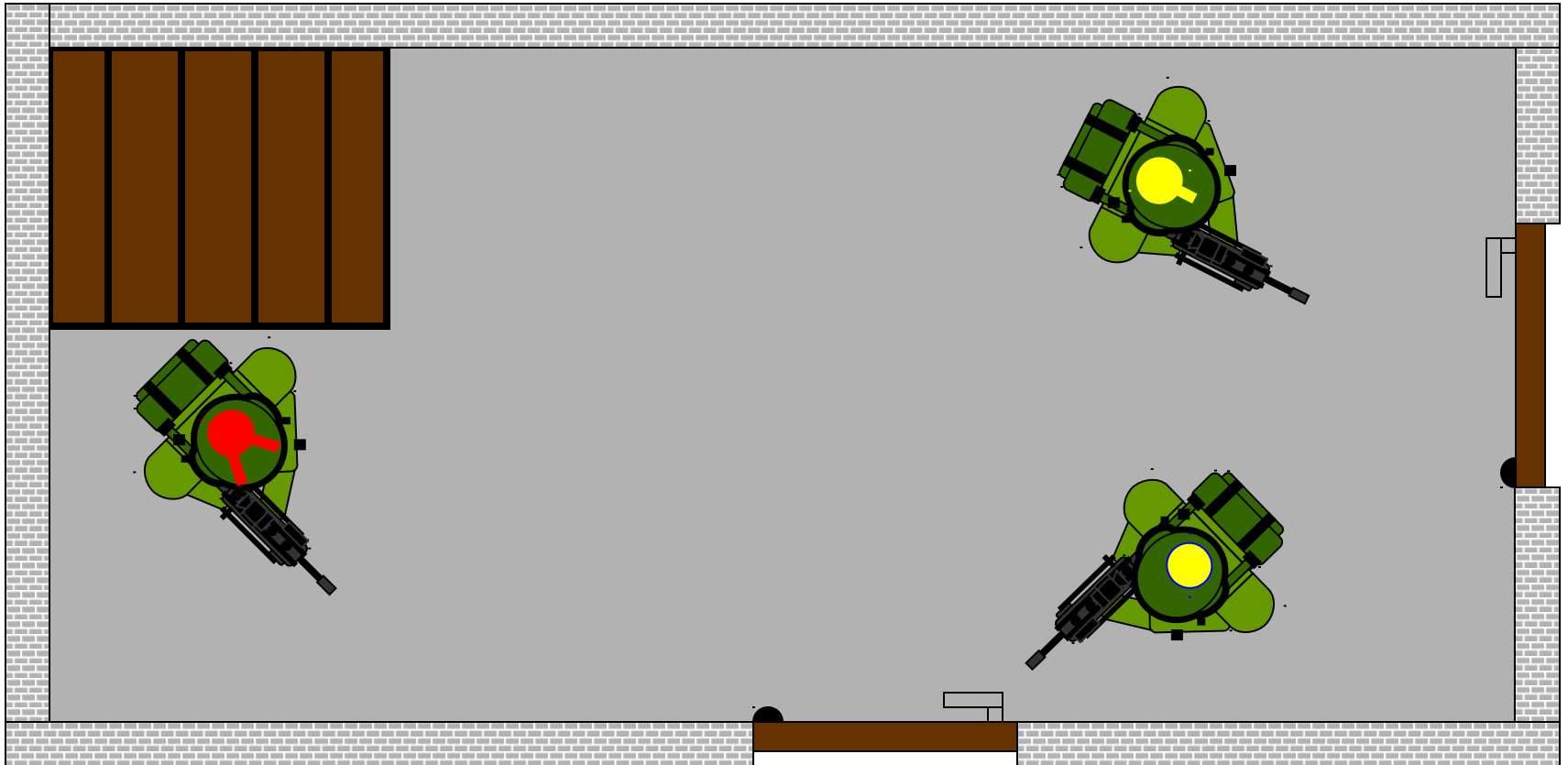


# RENDRE COMPTE



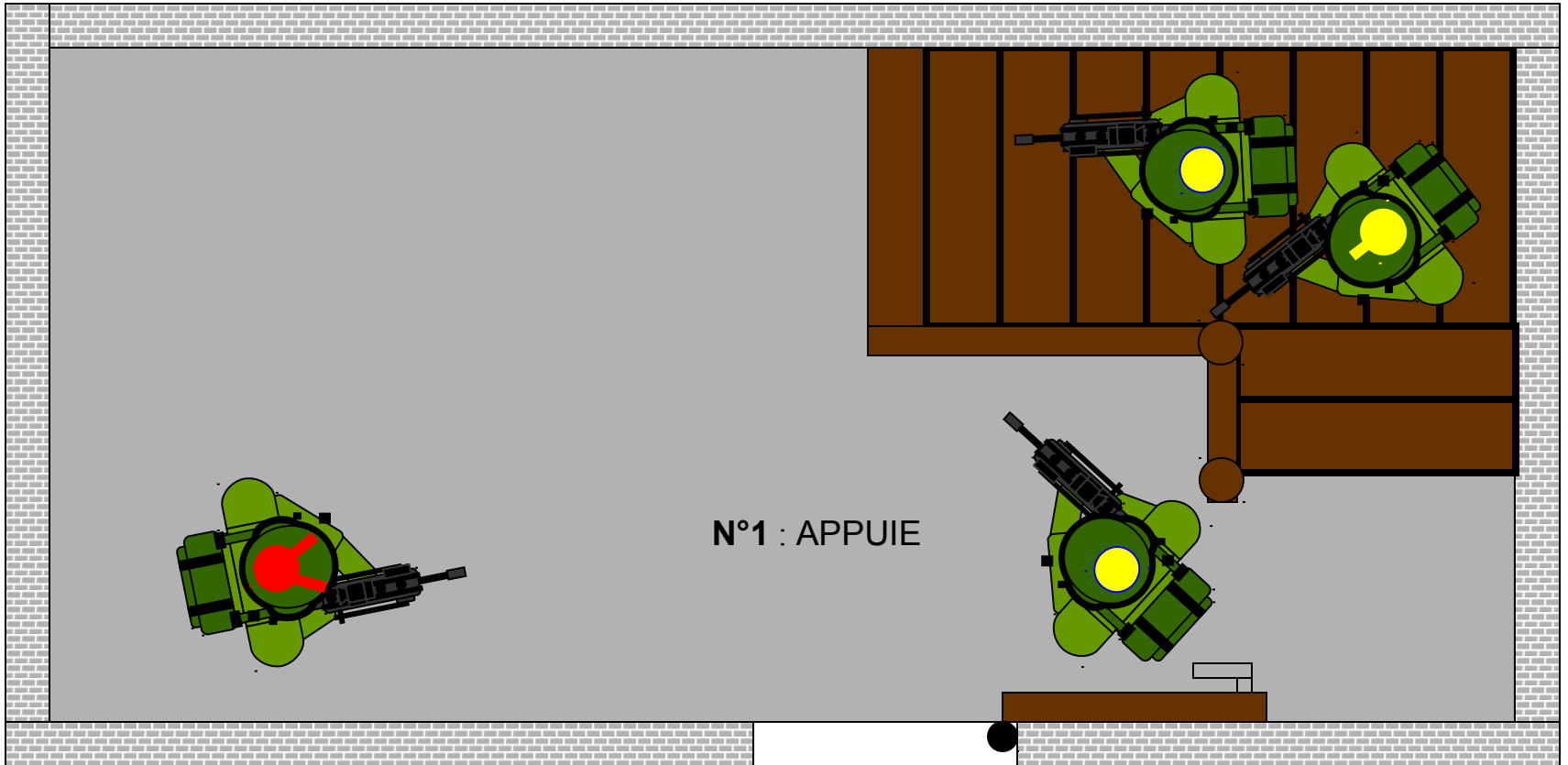
**NB** : EN FONCTION DU TYPE D'ESCALIER (MEZZANINE, A PALIER, DROIT, COURBE...) DE SA DISPOSITION DANS LA PIECE, LES POSITIONS DU TRINÔME SERONT DIFFERENTES

# RENDRE COMPTE



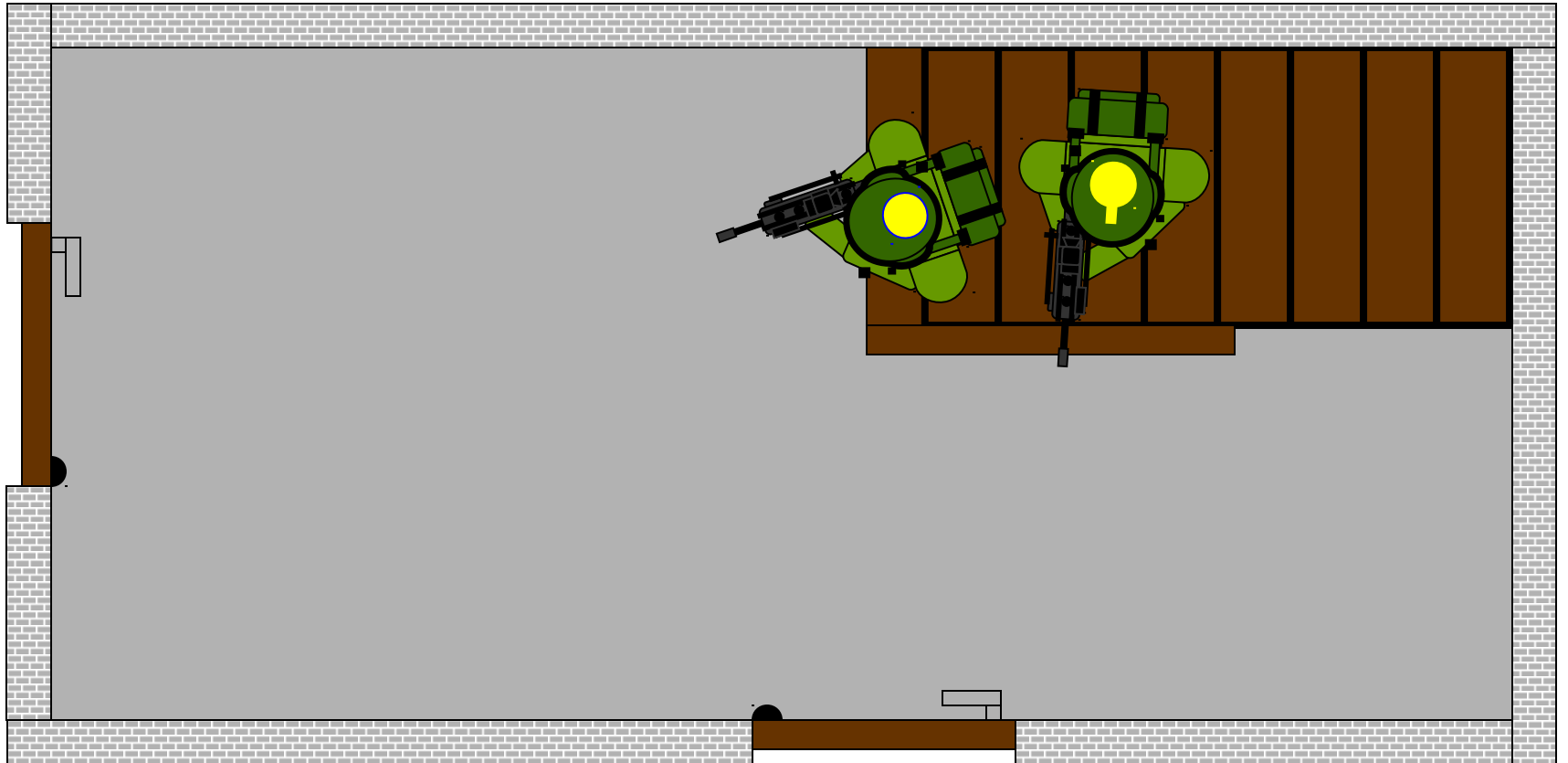
**NB** : EN FONCTION DU TYPE D'ESCALIER (MEZZANINE, A PALIER, DROIT, COURBE...) DE SA DISPOSITION DANS LA PIECE, LES POSITIONS DU TRINÔME SERONT DIFFERENTES

# MONTER

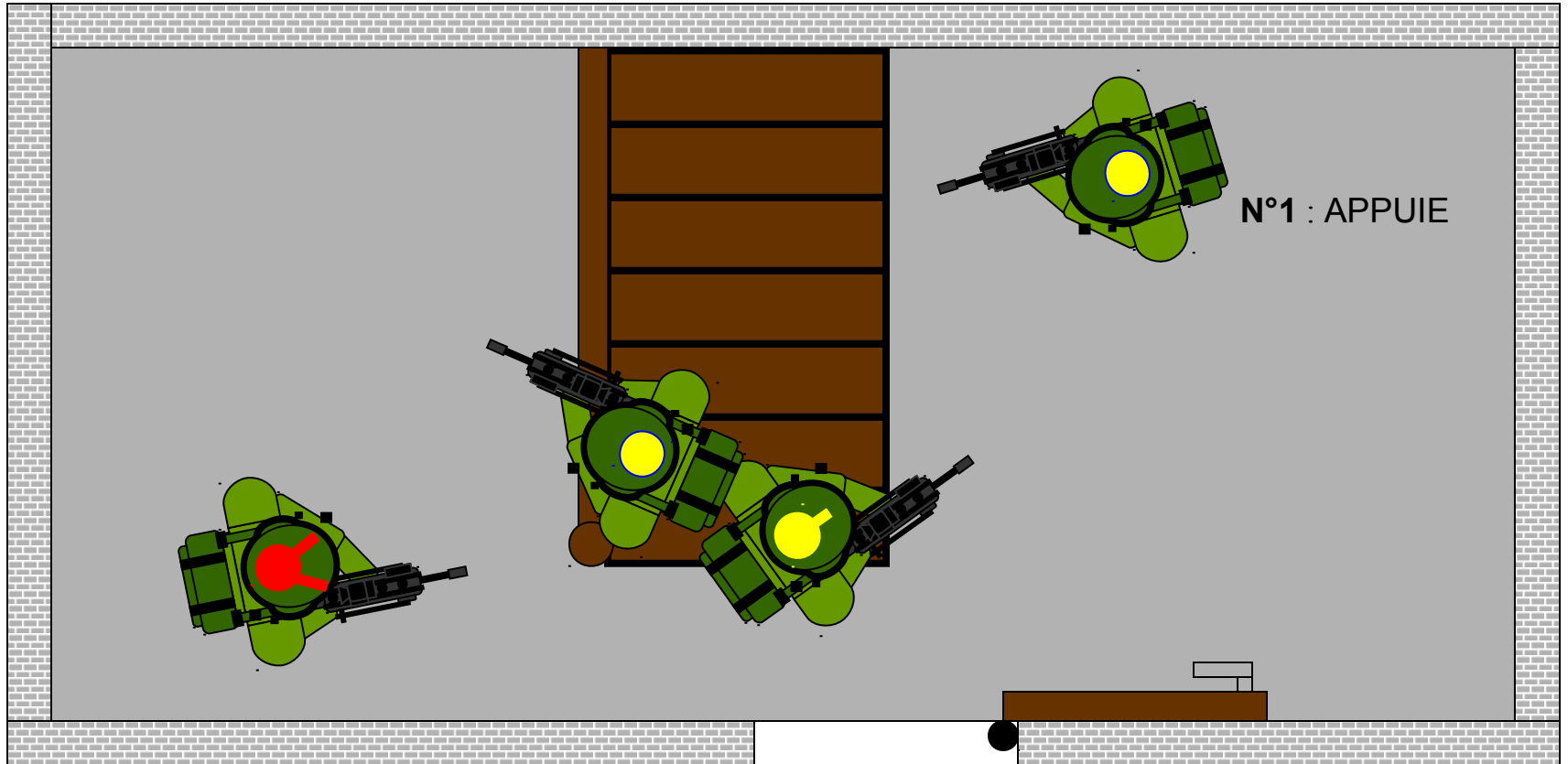


N°1 : APPUIE

# RECONNAITRE

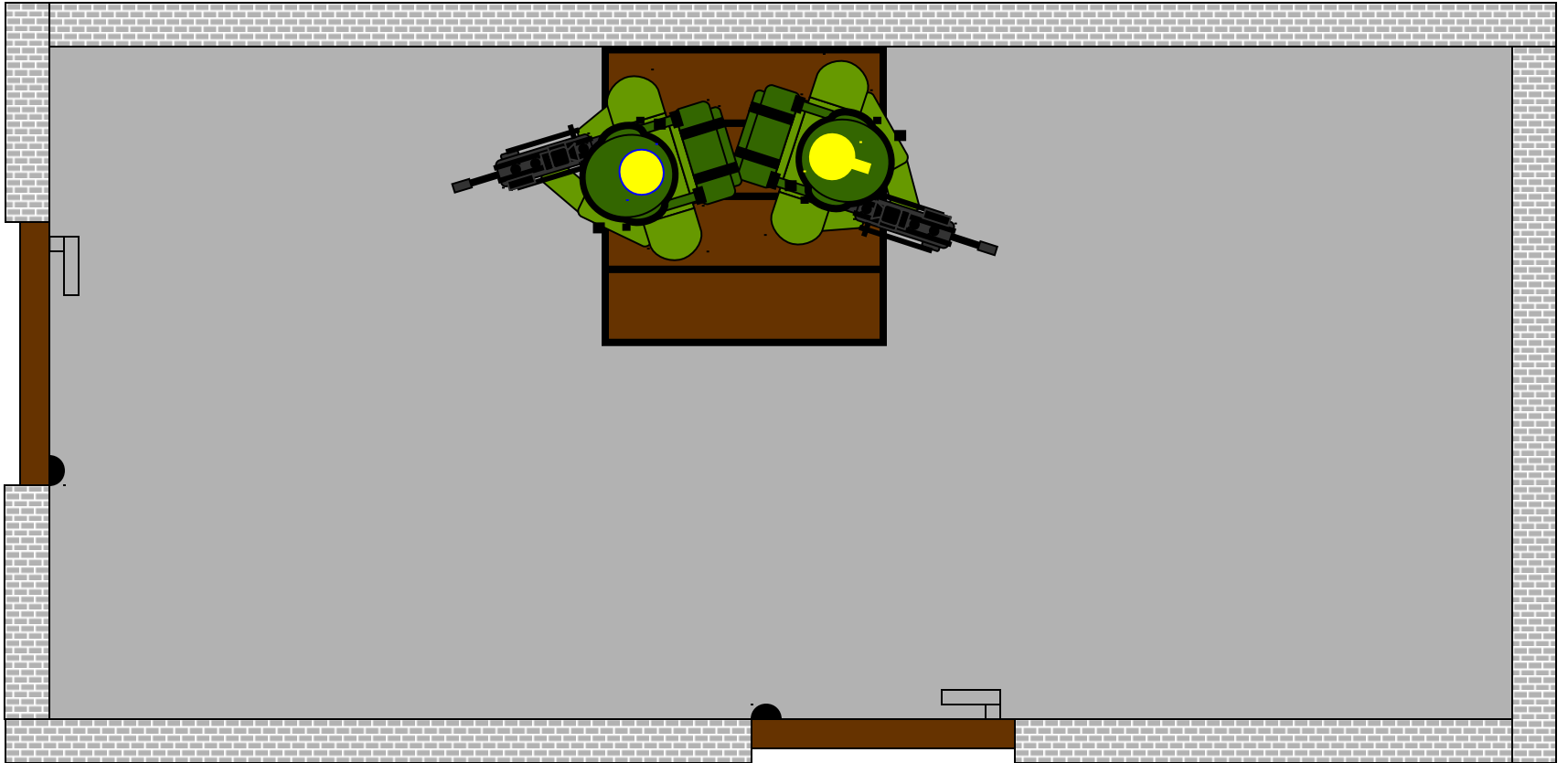


# MONTER



N°1 : APPUIE

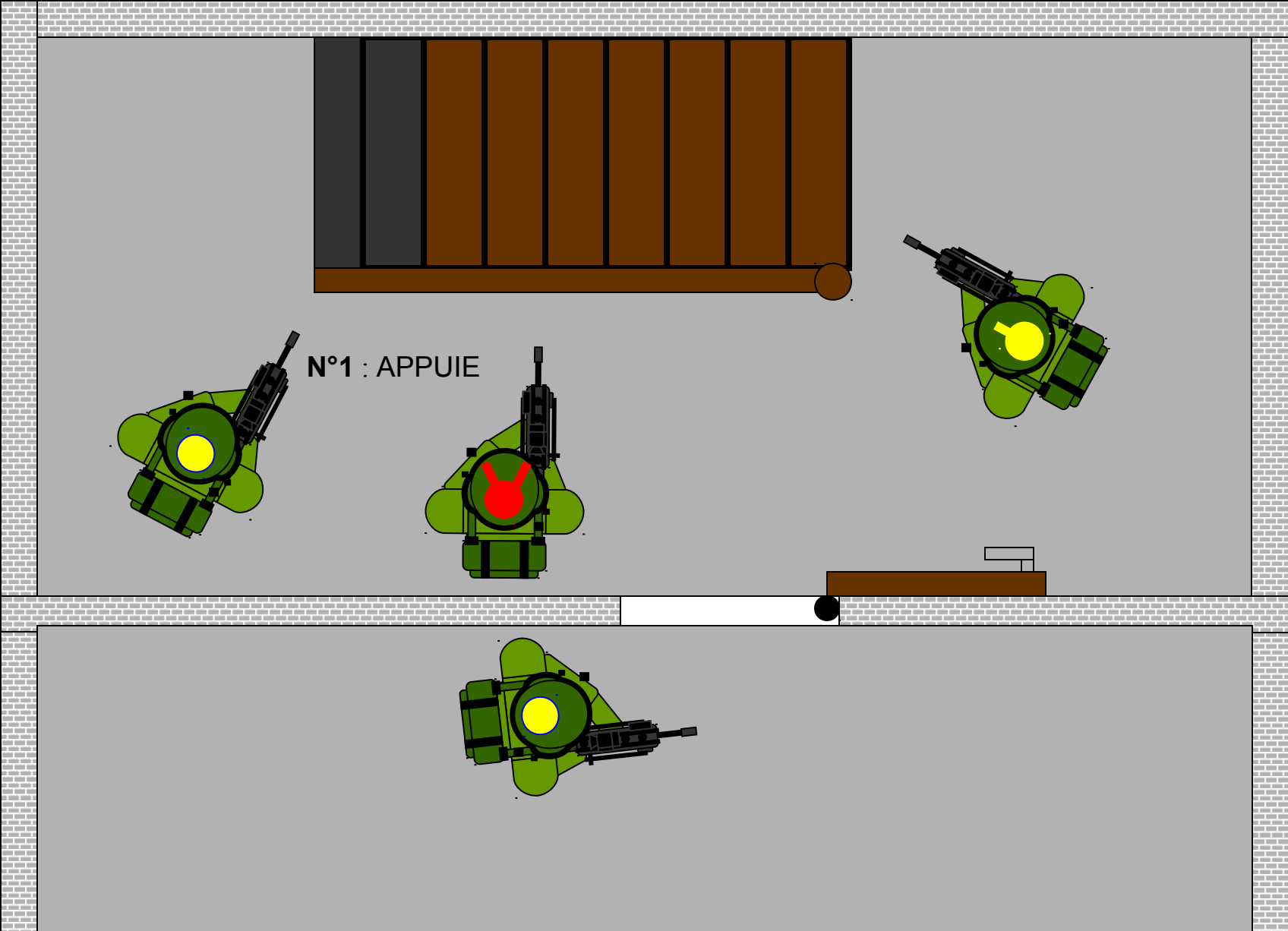
# RECONNAITRE



**DESCENDRE UN ESCALIER**

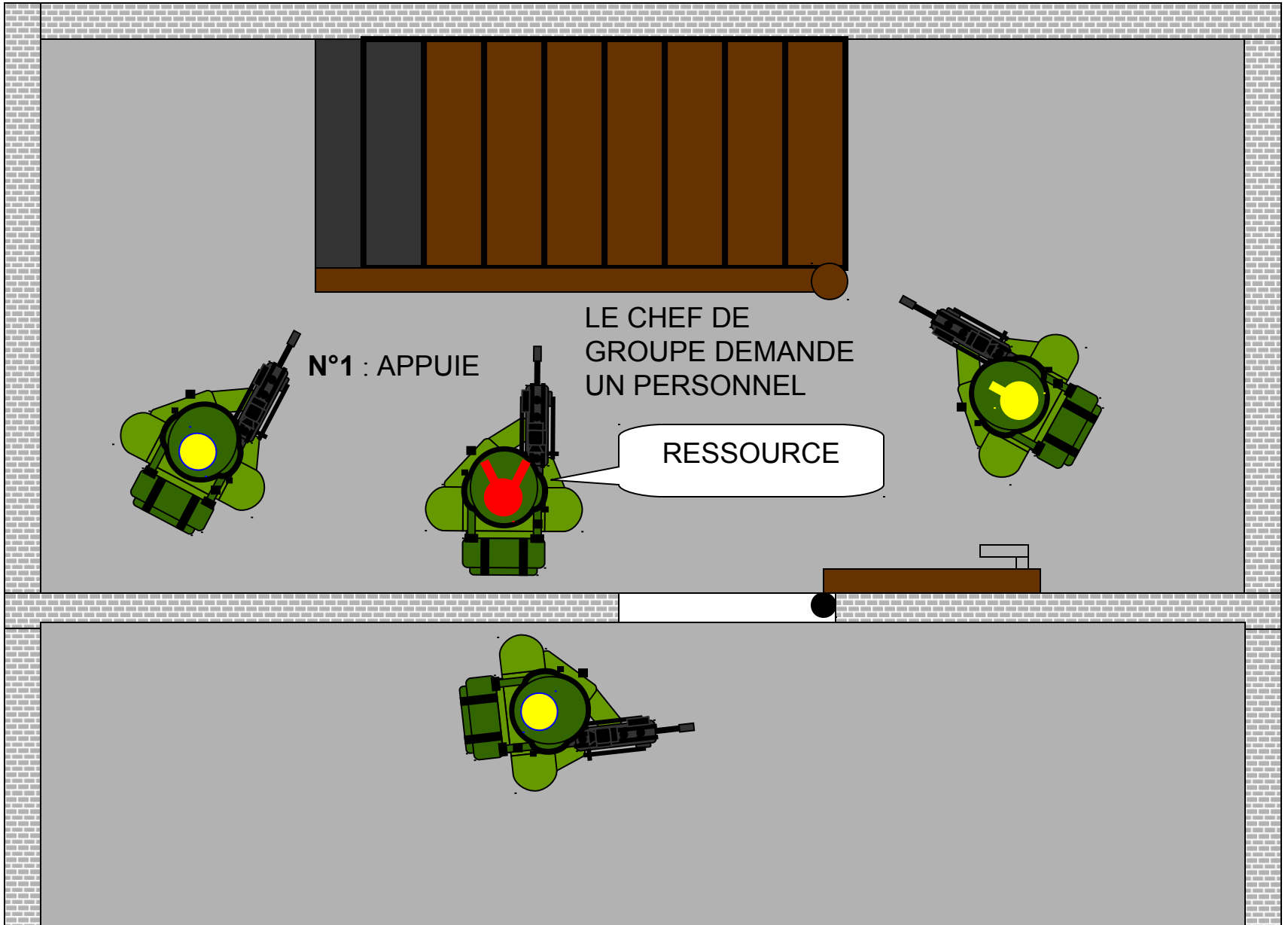


# ABORDER L'ESCALIER

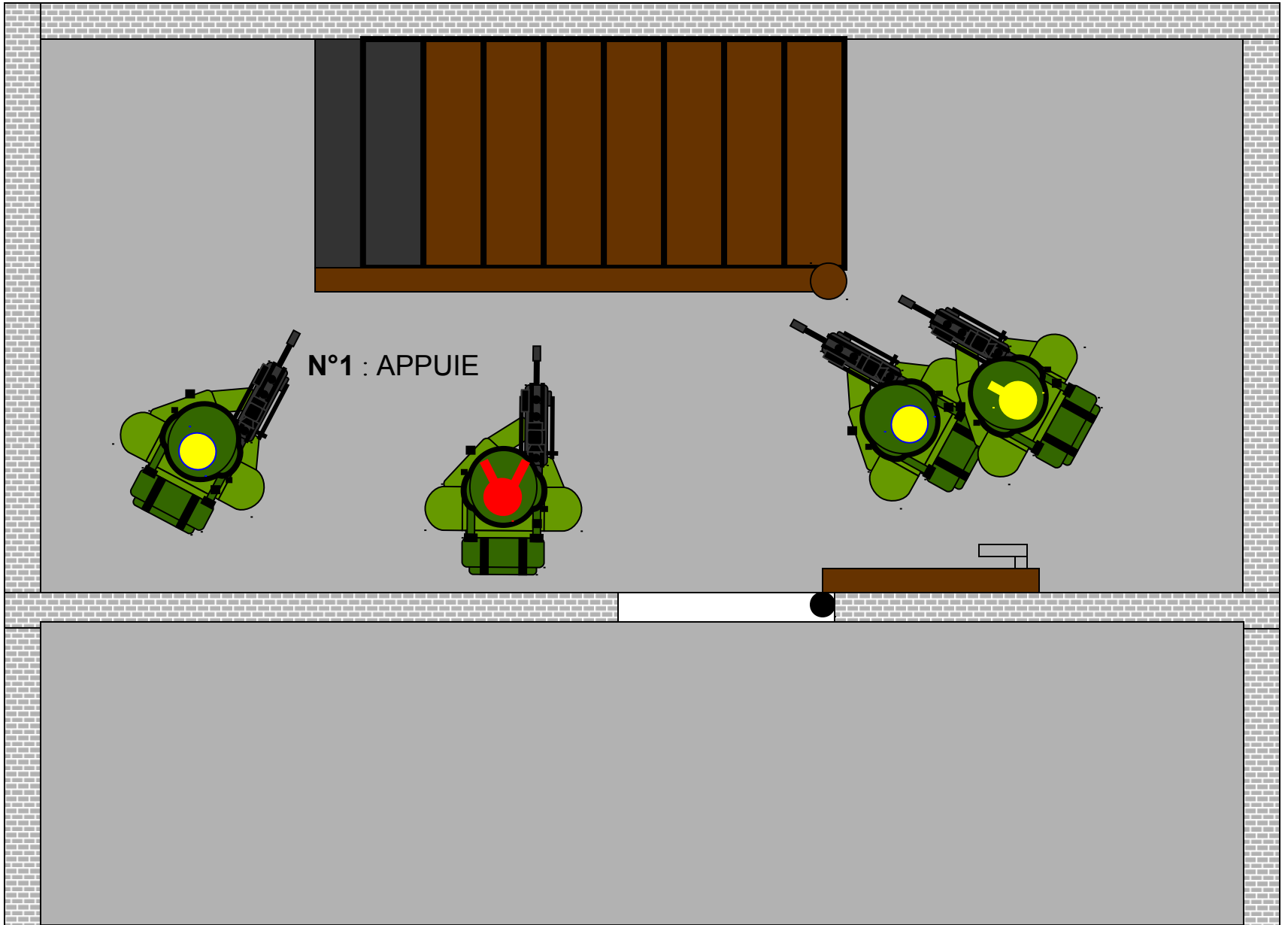


N°1 : APPUIE

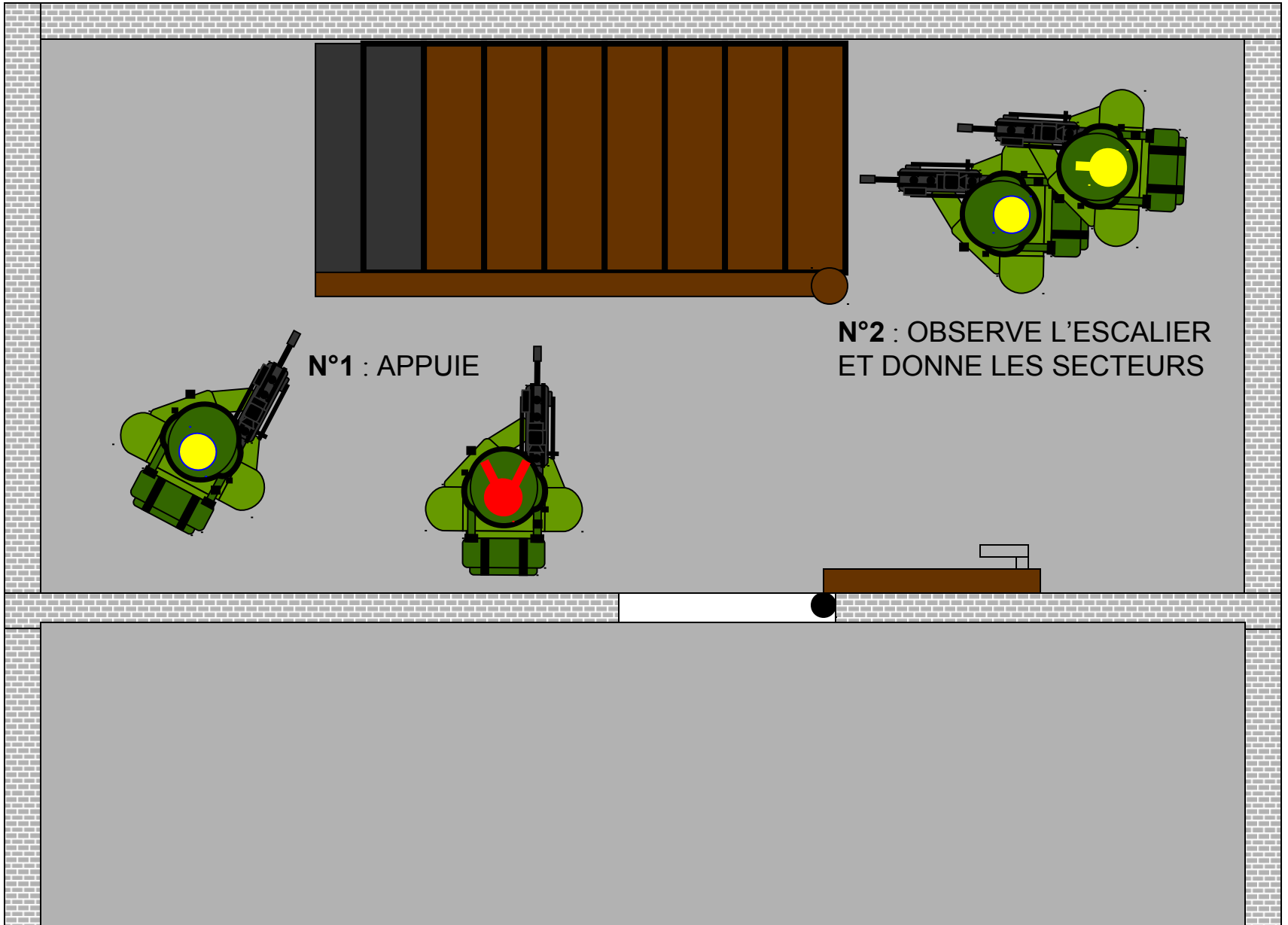
# PREPARER



# PREPARER



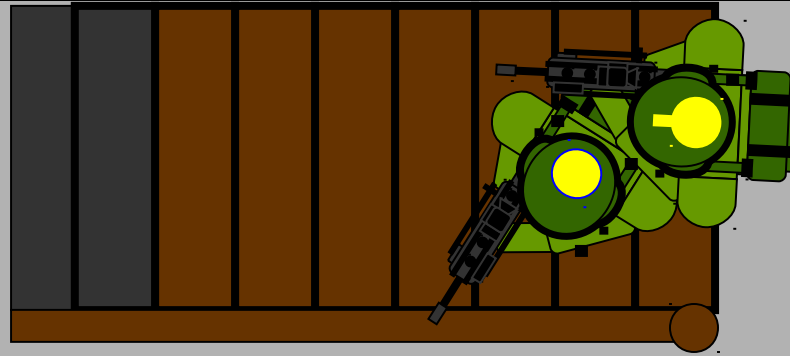
# PREPARER



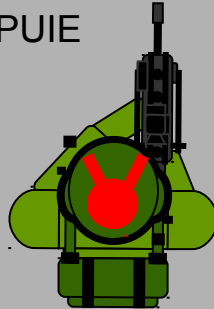
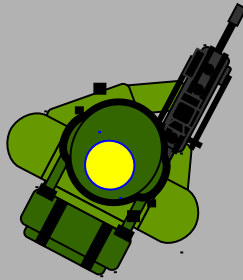
N°1 : APPUIE

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

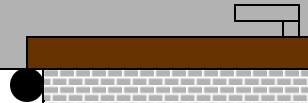
# DESCENDRE



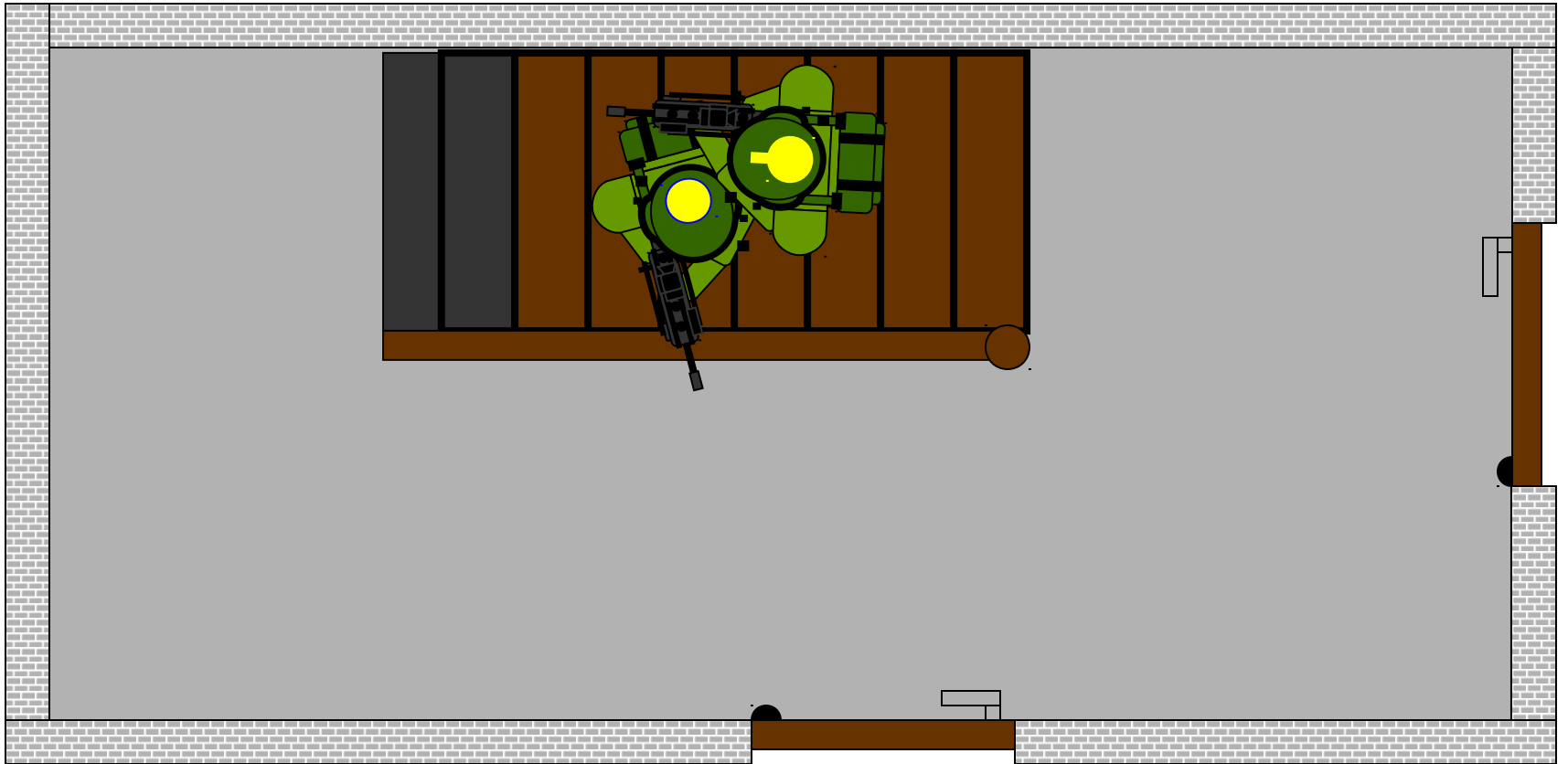
N°1 : APPUIE



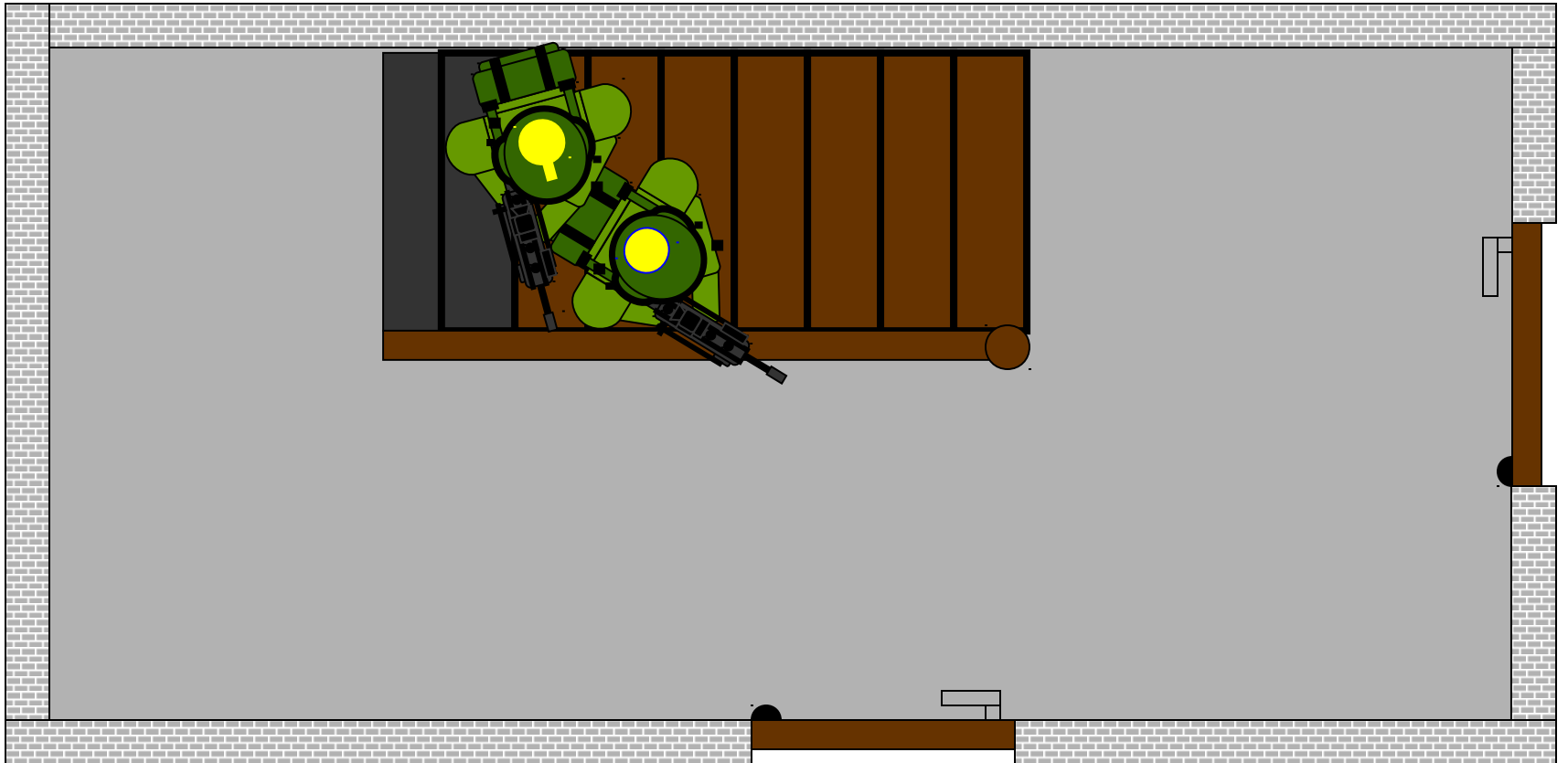
N°2 : OBSERVE L'ESCALIER  
ET DONNE LES SECTEURS



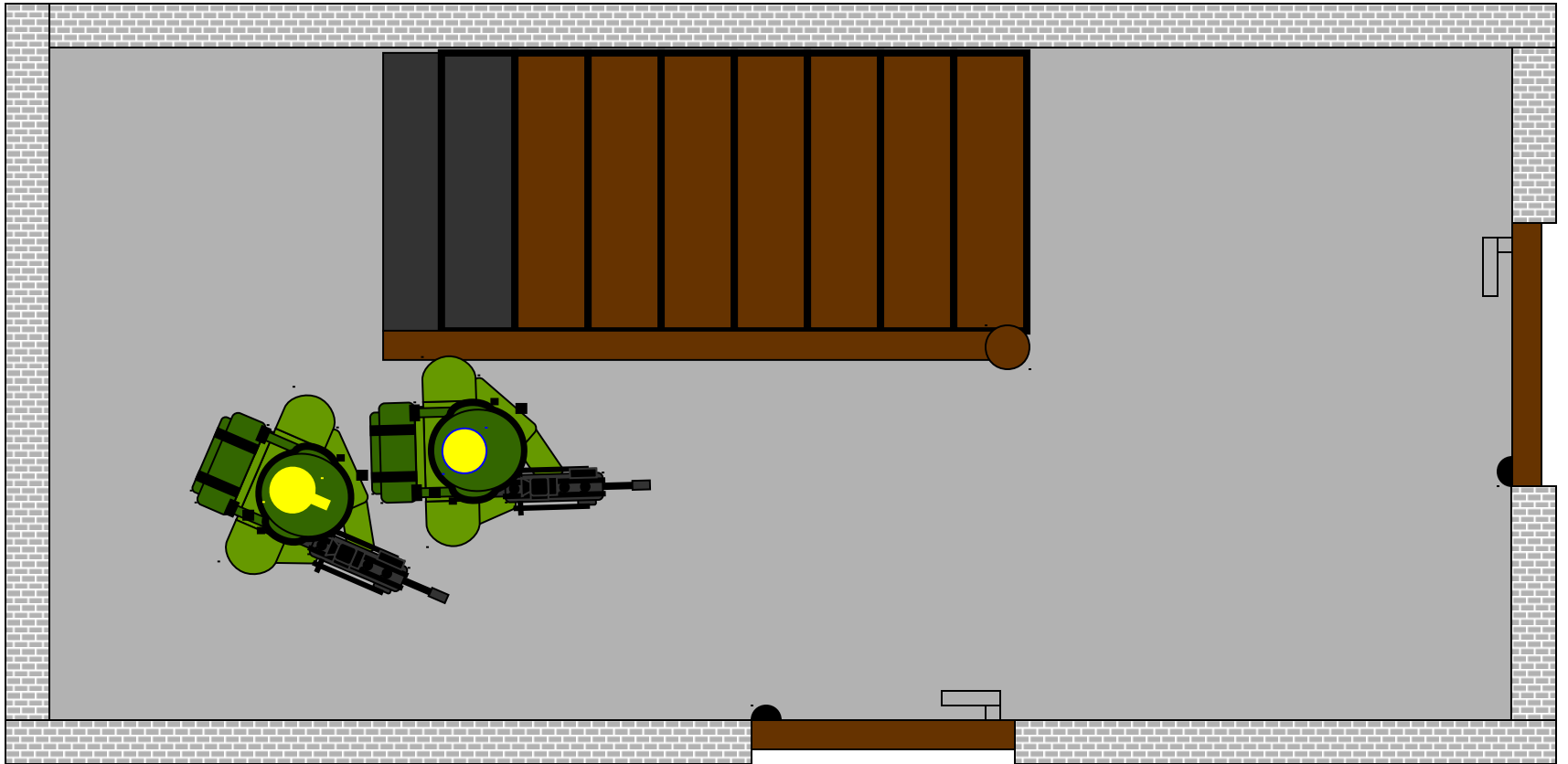
# DESCENDRE



# DESCENDRE

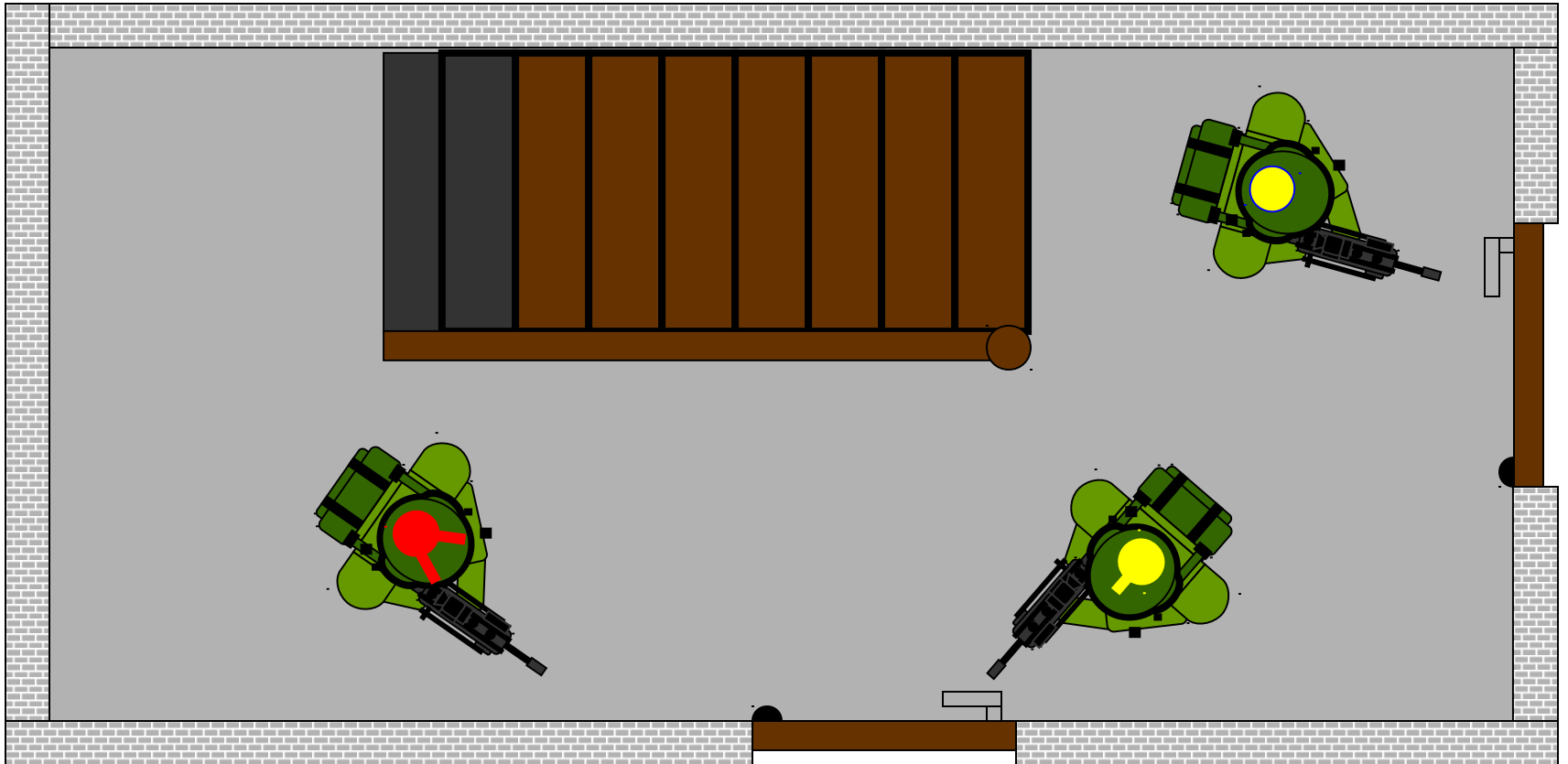


# DESCENDRE





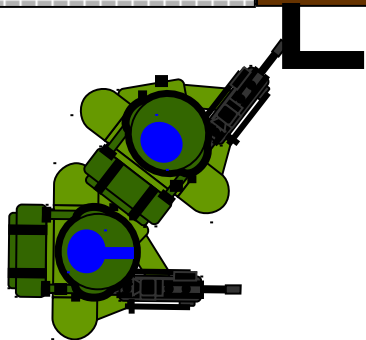
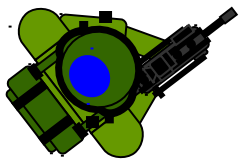
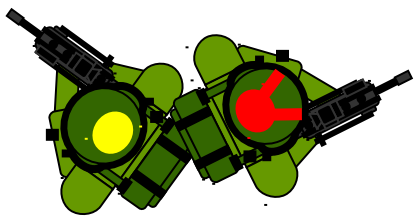
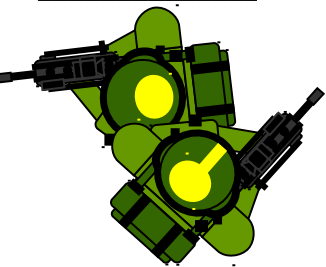
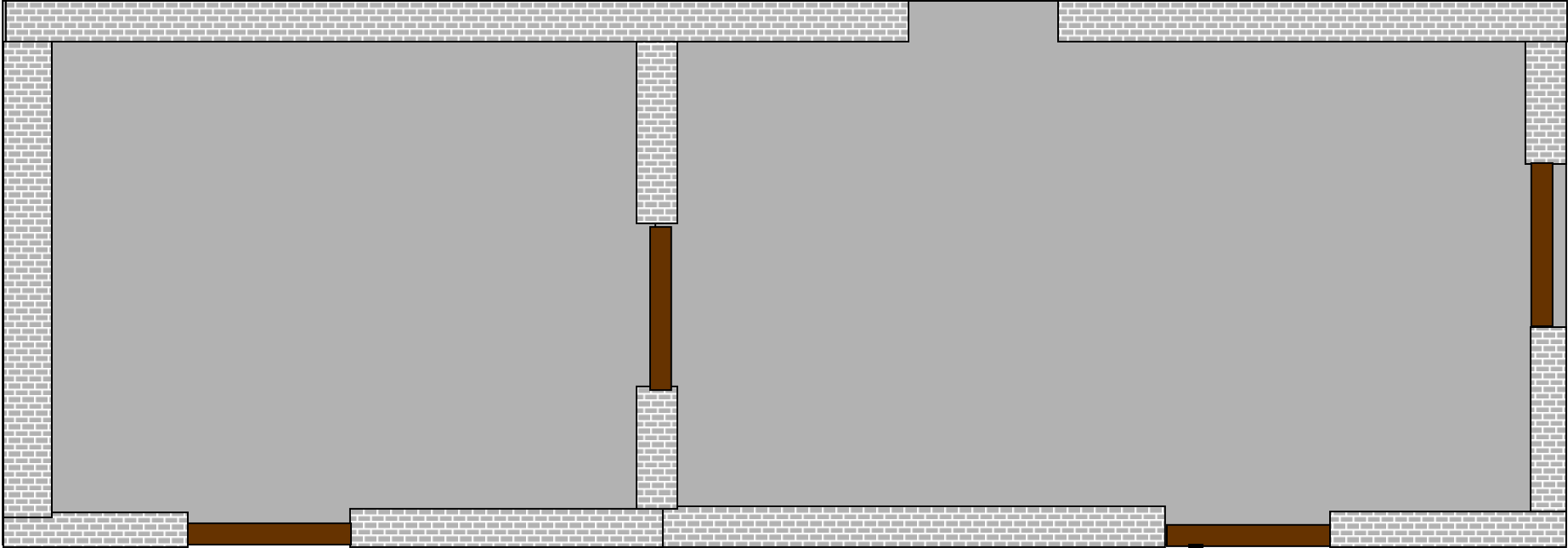
# RENDRE COMPTE



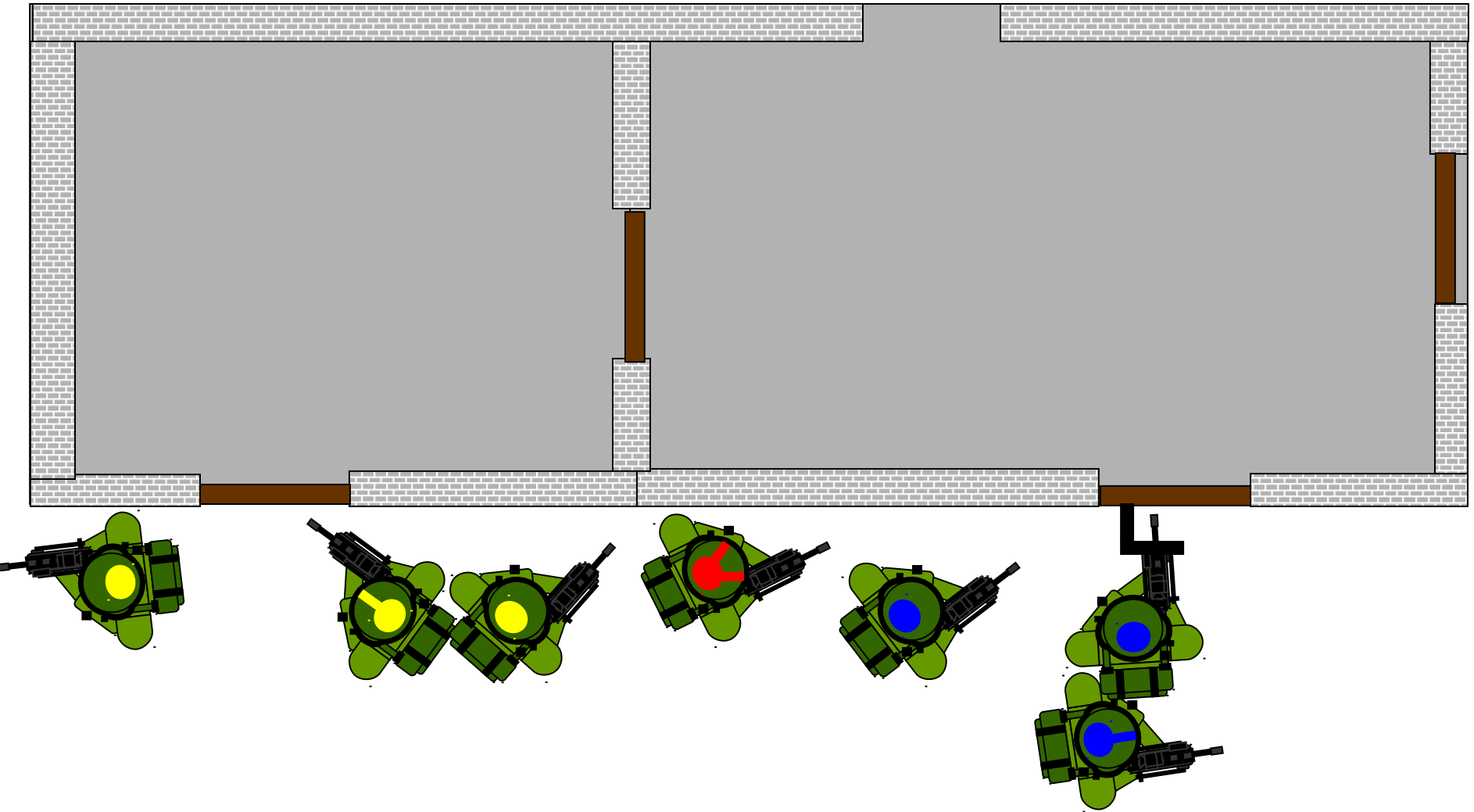
**EFFRACTION**  
**UTILISATION DU BELIER**

**ABORDAGE**  
**ABORDAGE**  
**COTE POIGNEE**  
**(CONTEXTE 1)**

# ABORDER



# ABORDER



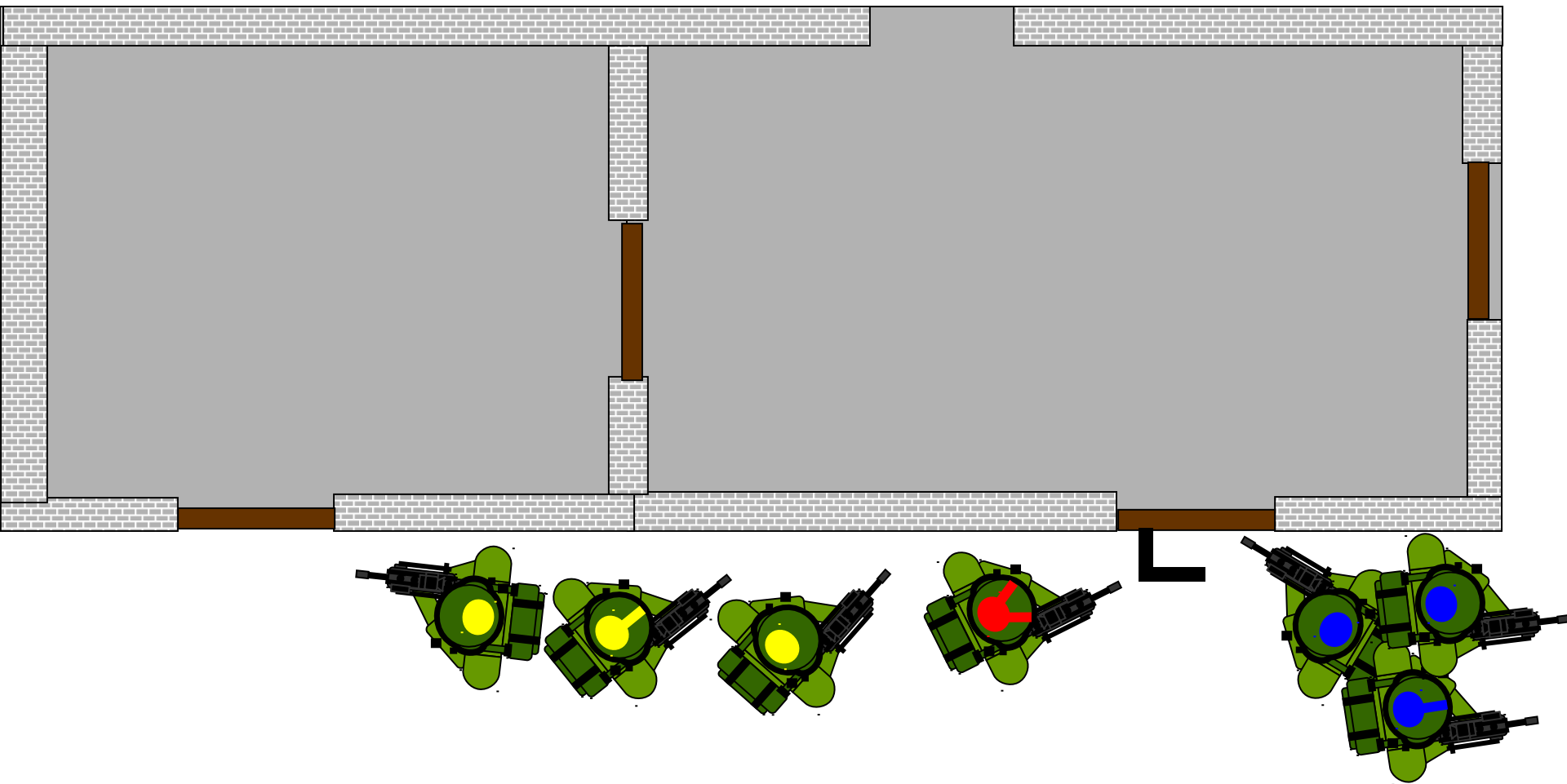
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



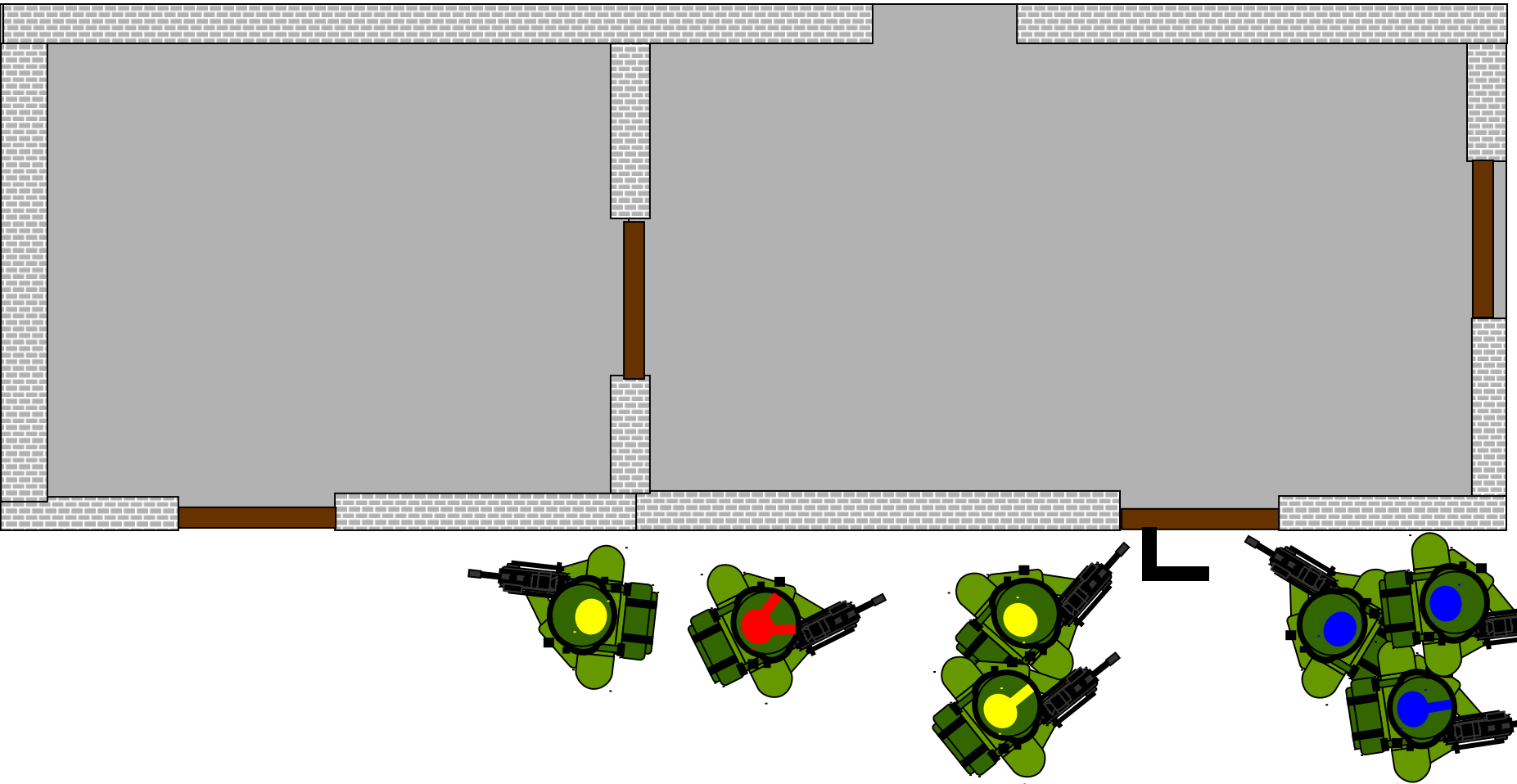
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# ABORDER



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

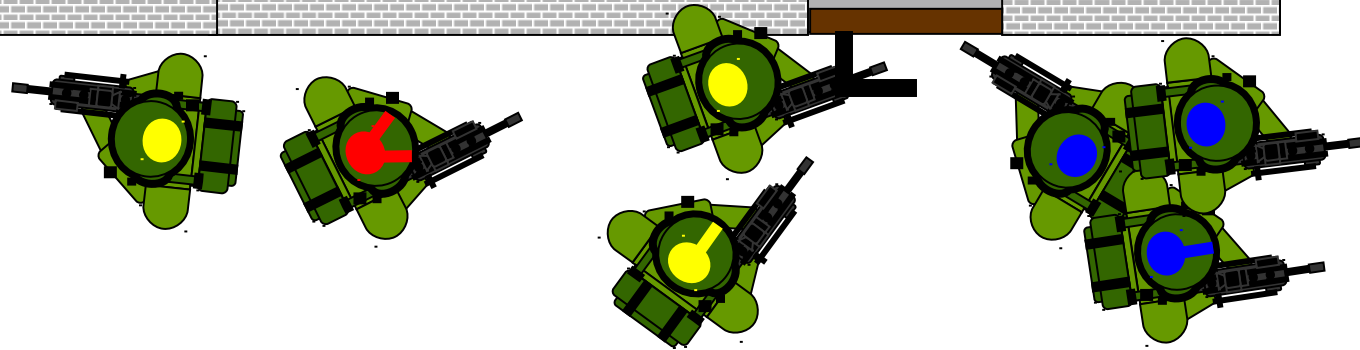
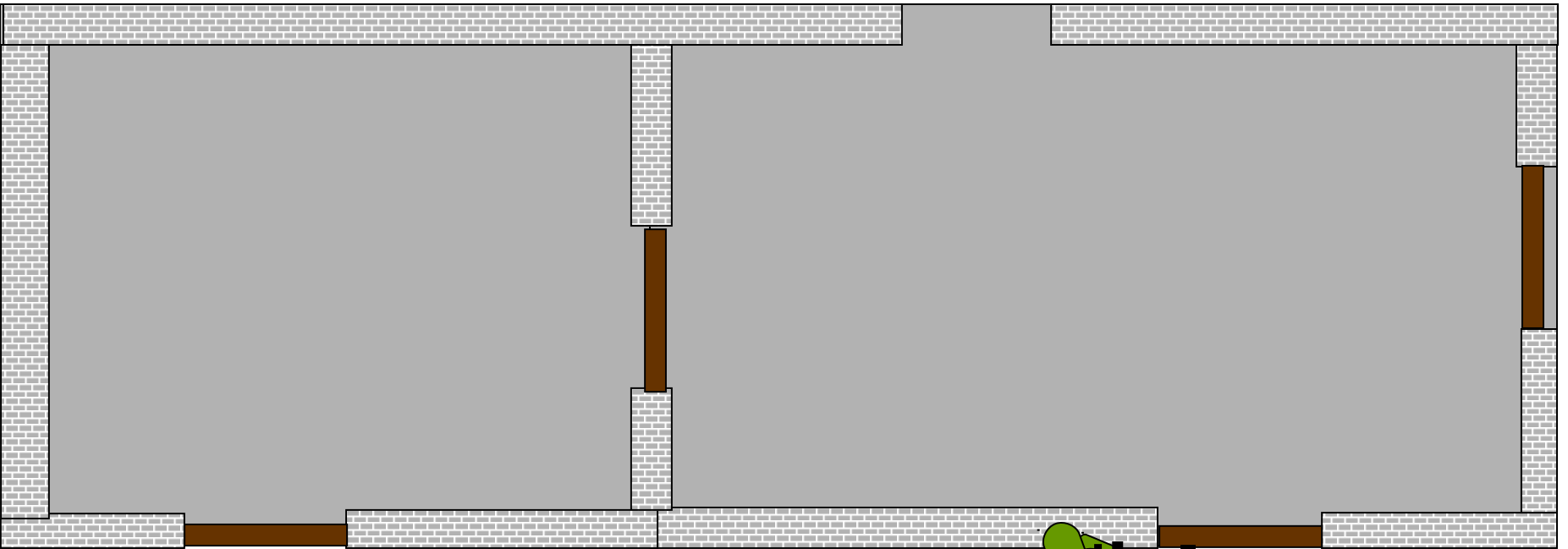
# ABORDER



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



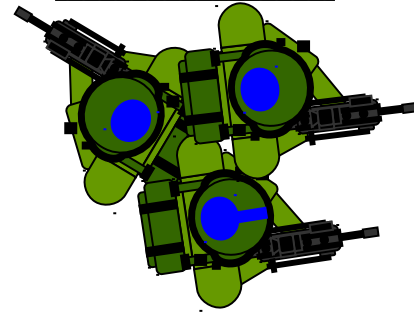
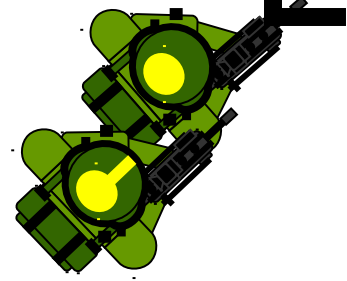
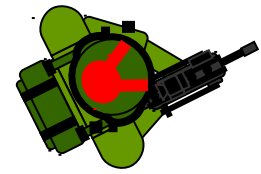
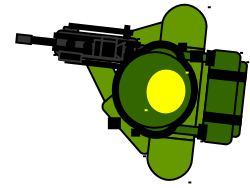
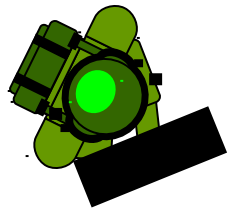
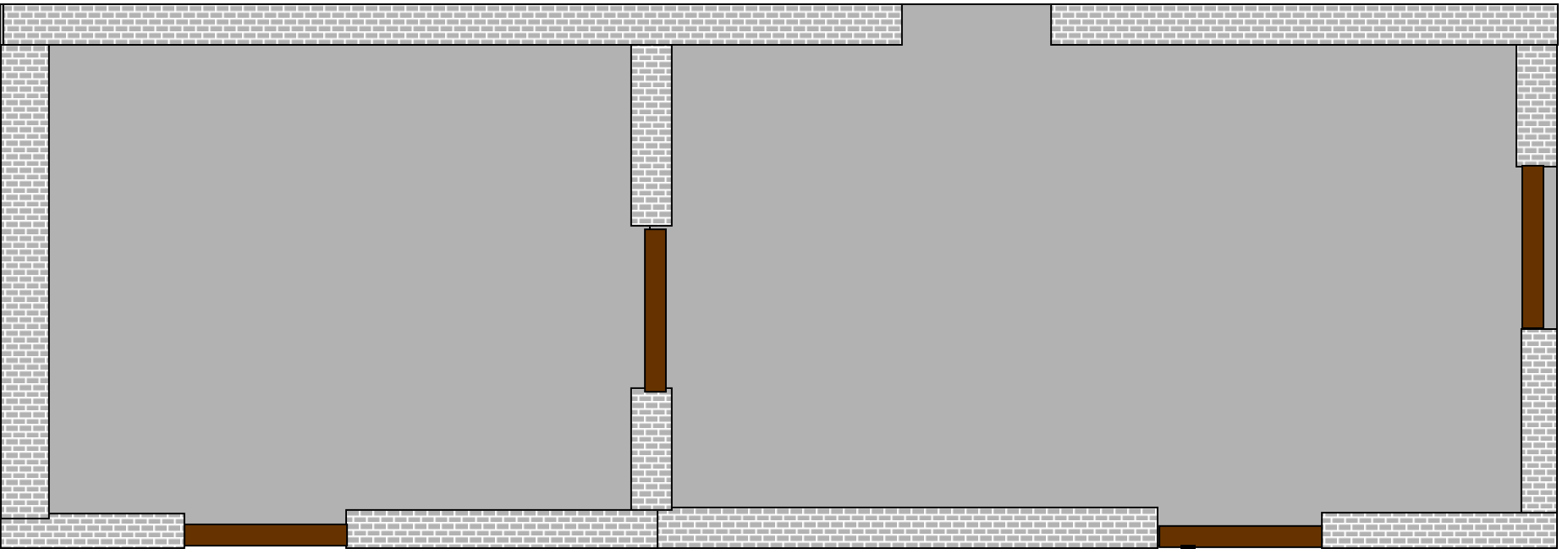
# PREPARER



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

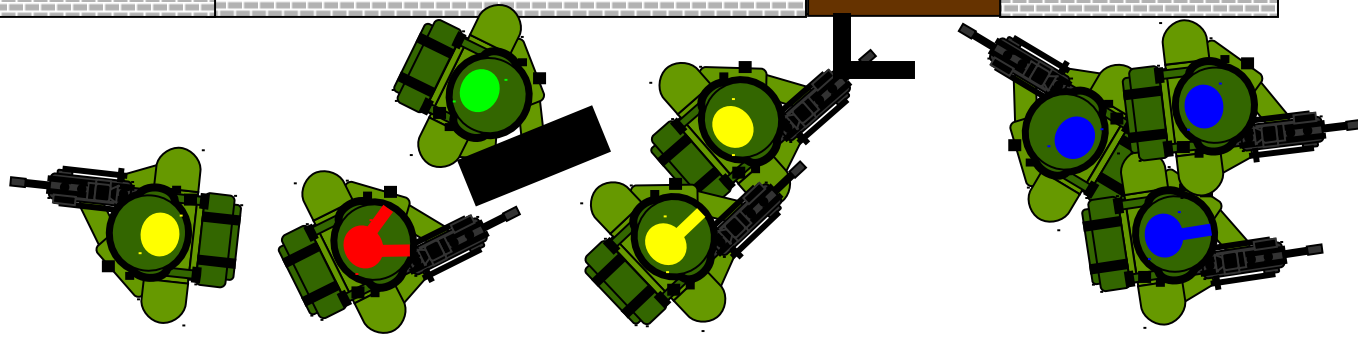
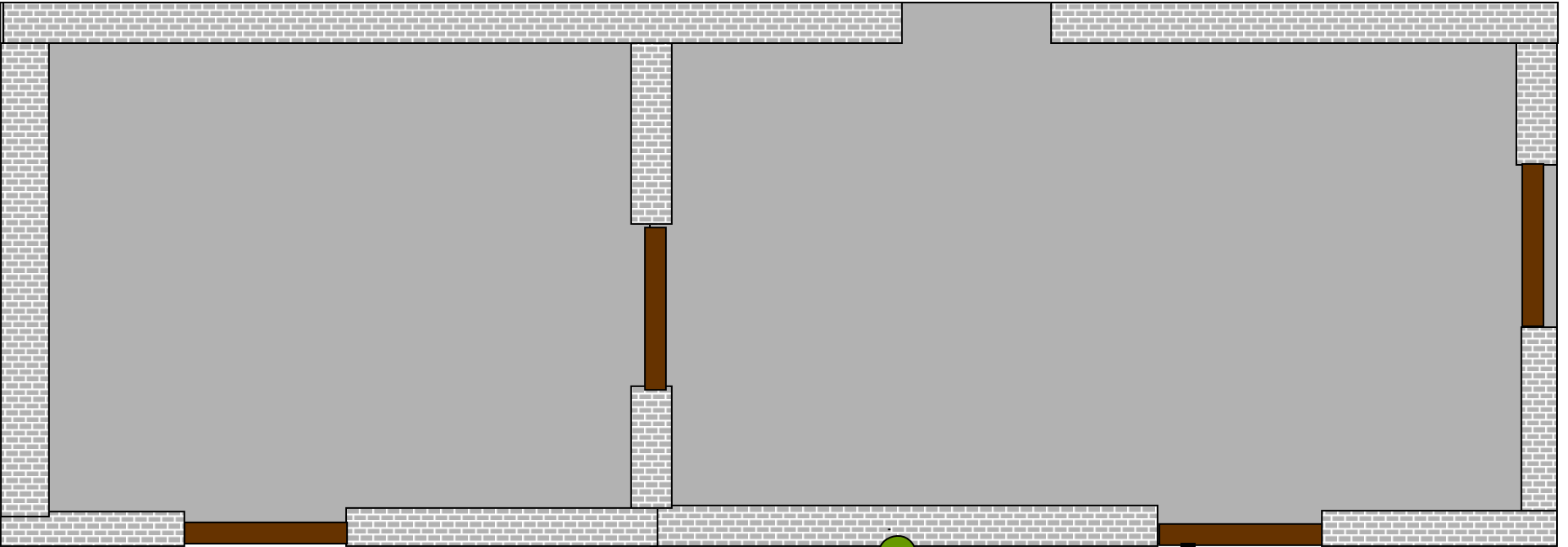
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

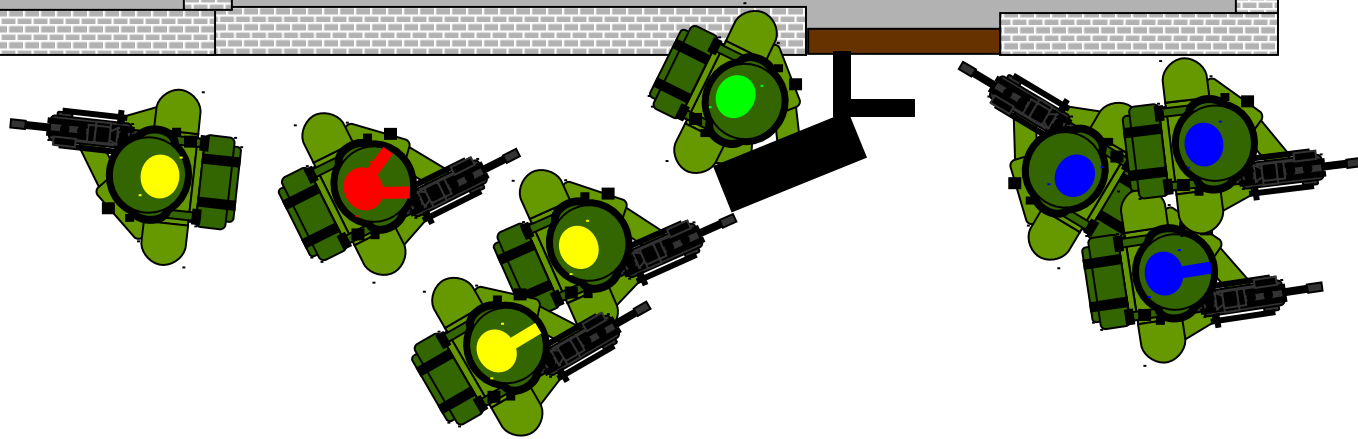
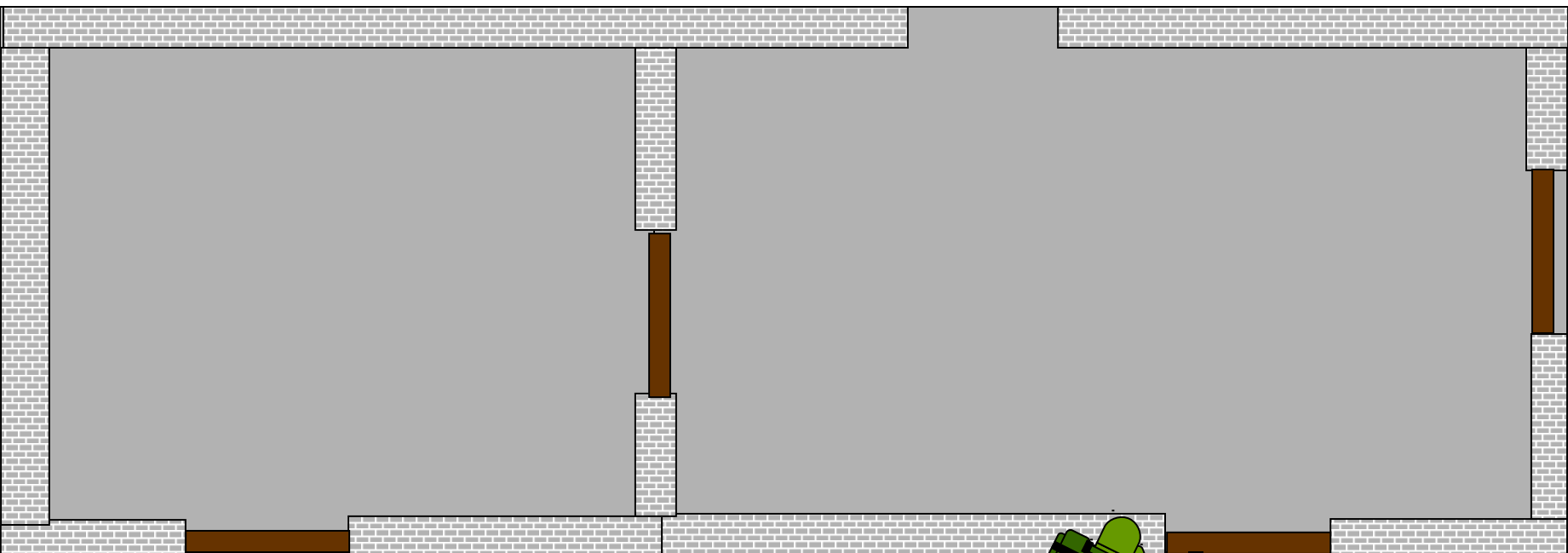


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

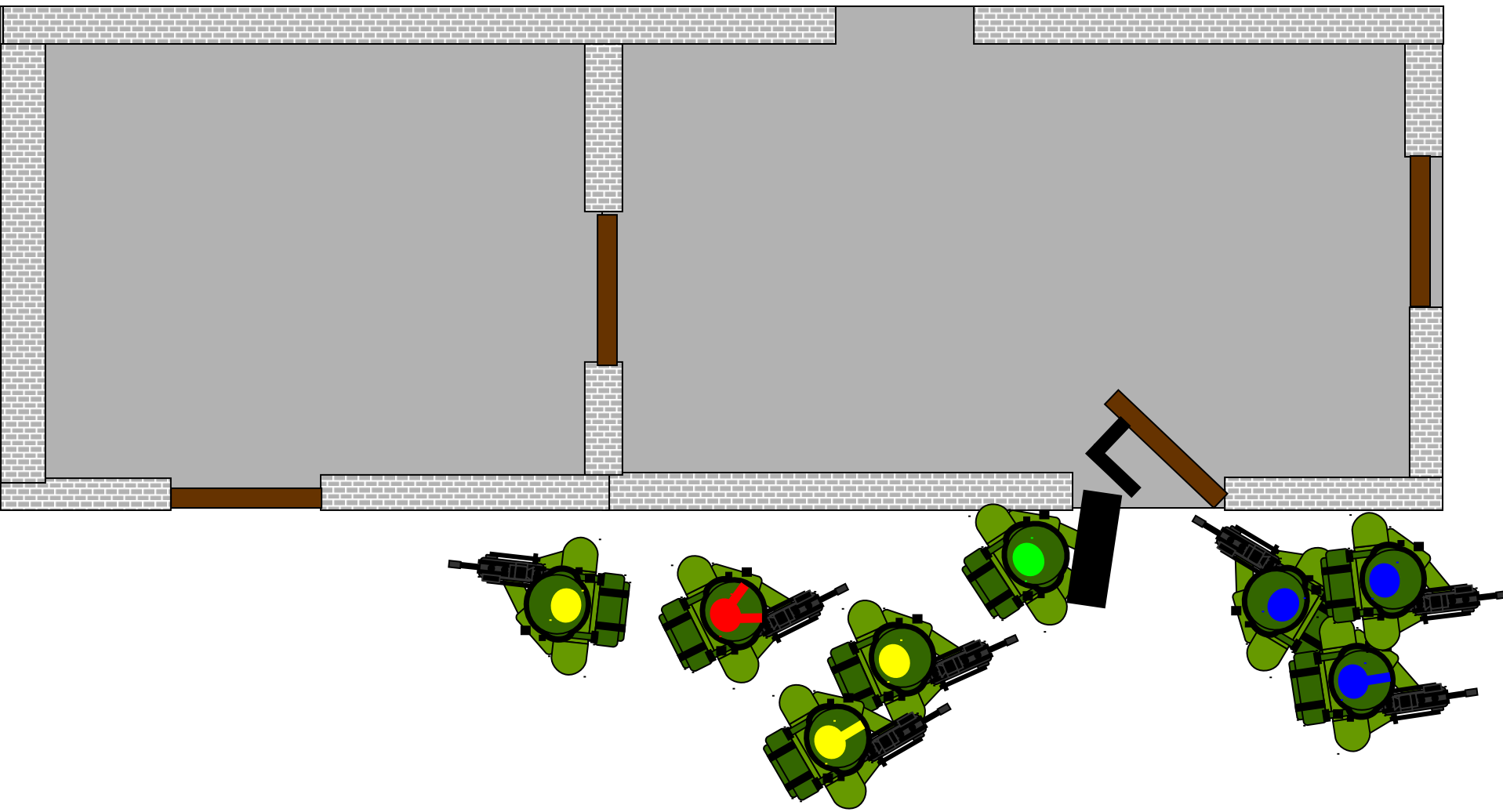
# PREPARER



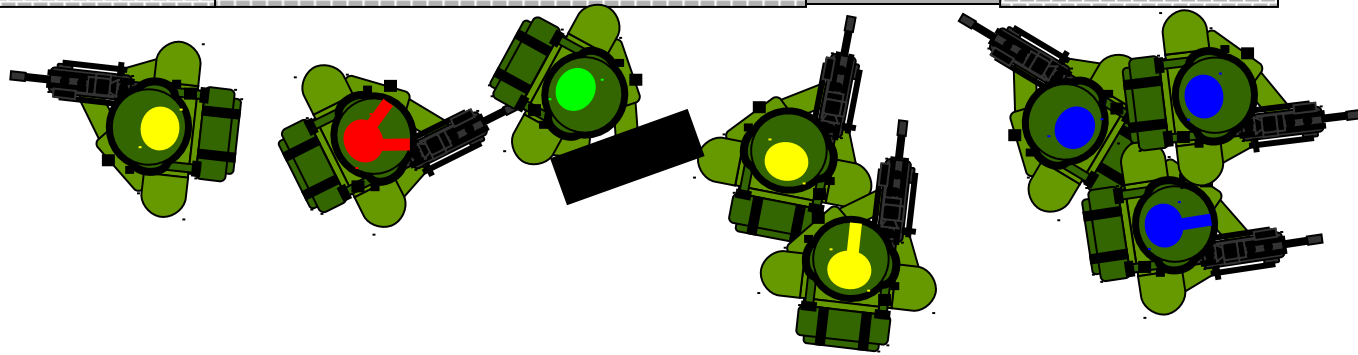
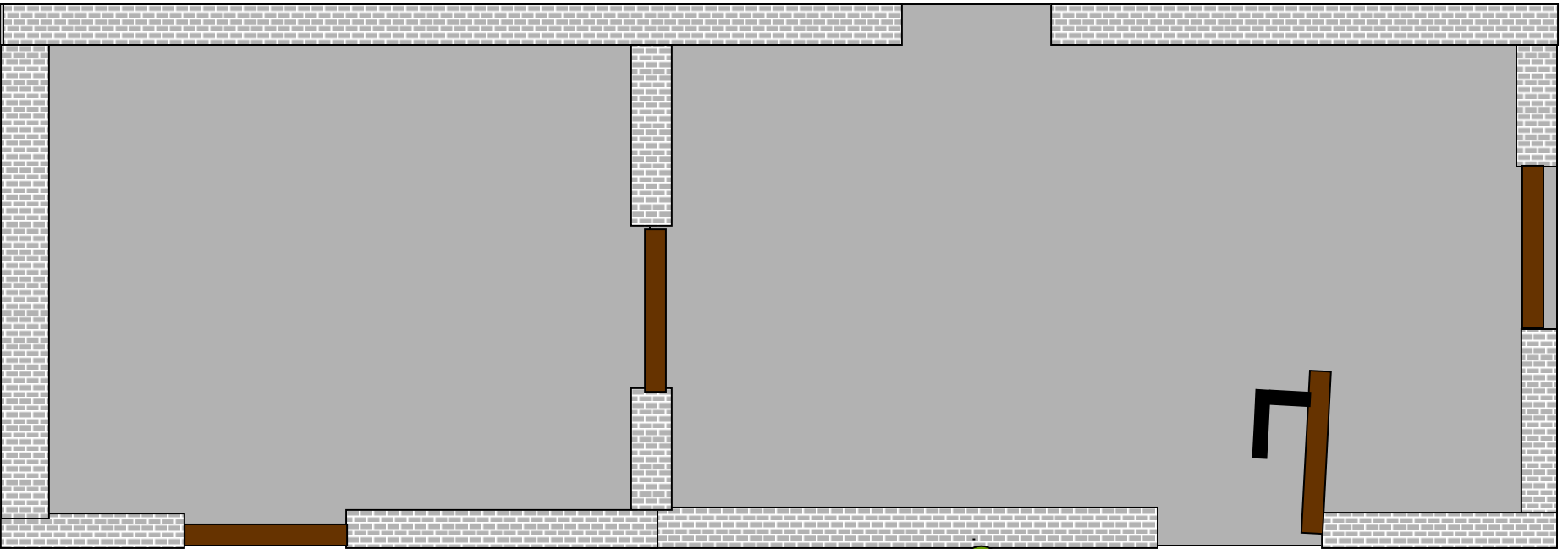
# PENETRER



# PENETRER

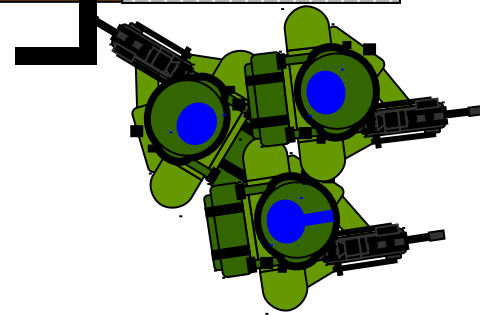
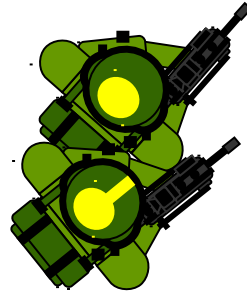
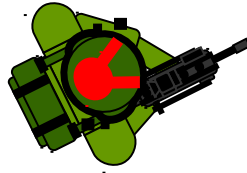
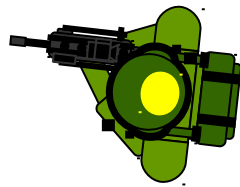
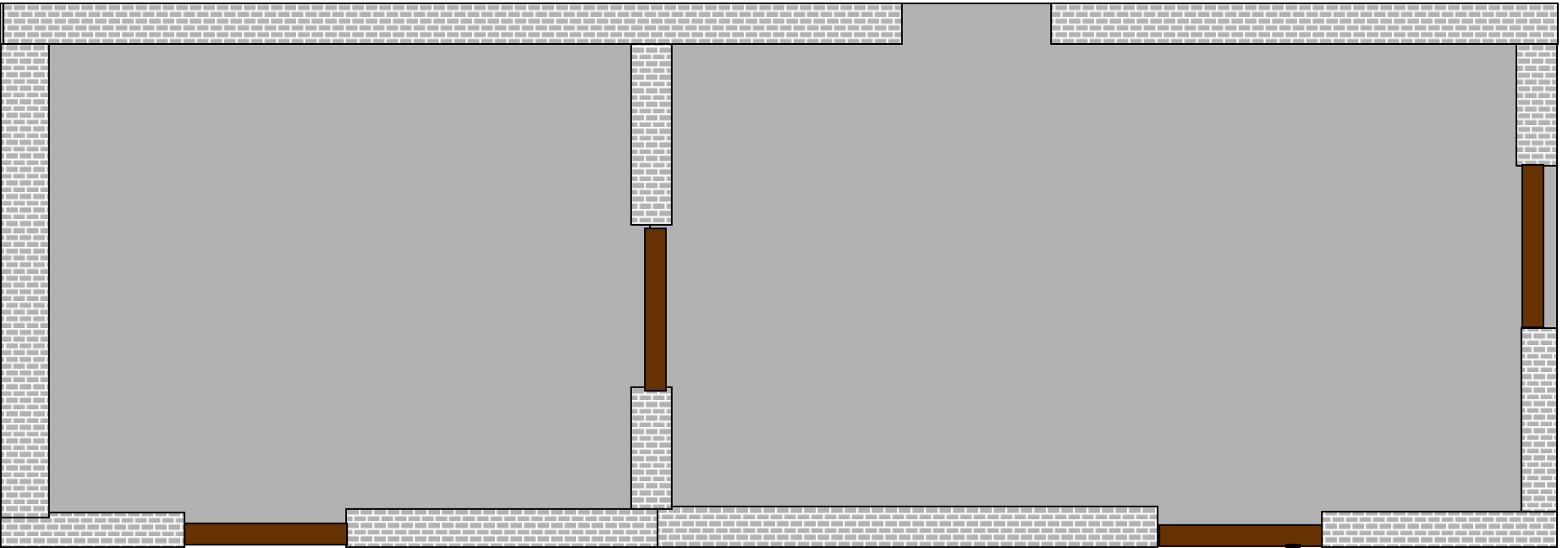


# PENETRER



**ABORDAGE**  
**ABORDAGE**  
**COTE OPPOSEE POIGNEE**  
**(CONTEXTE 1)**

# PREPARER

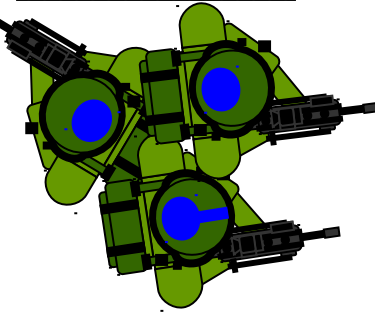
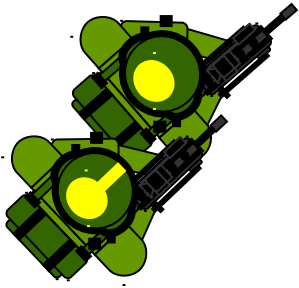
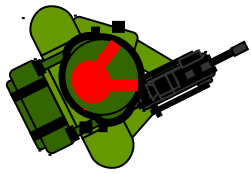
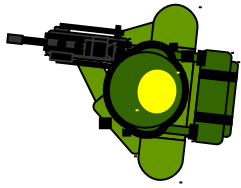
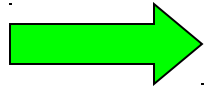
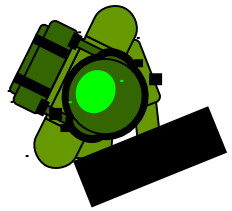
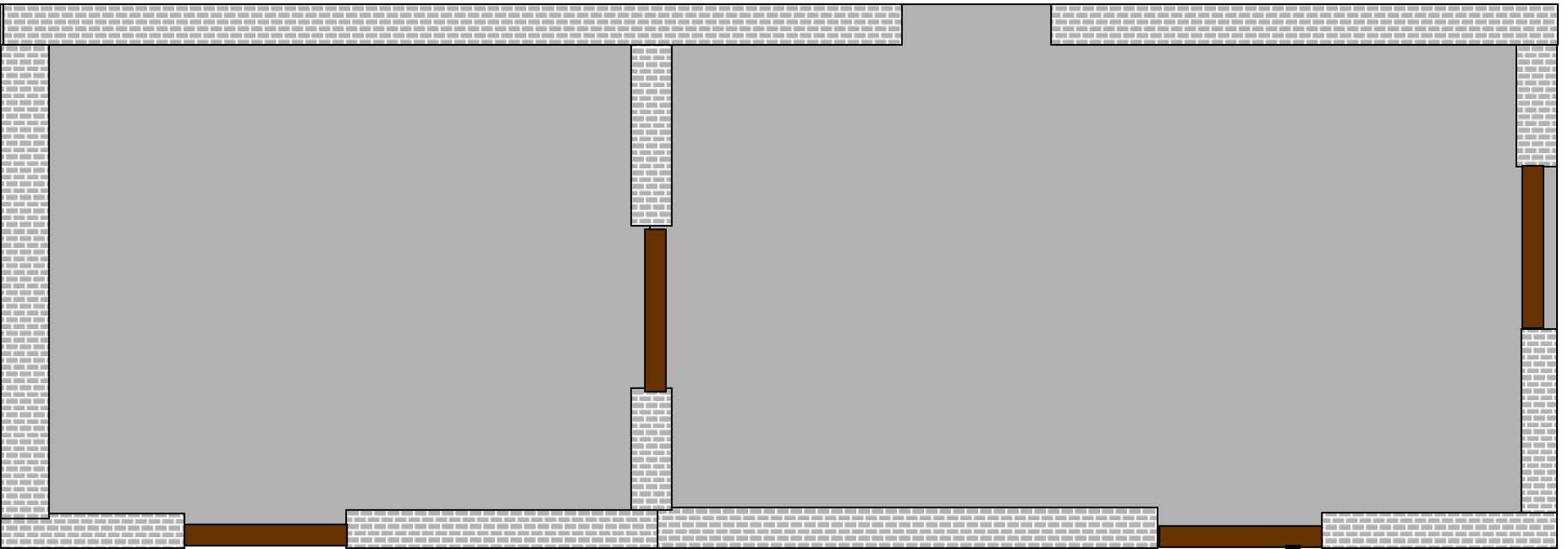


N°3 DU PREMIER TRINOME  
TESTE LA PORTE, ELLE EST  
VERROUILLEE

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

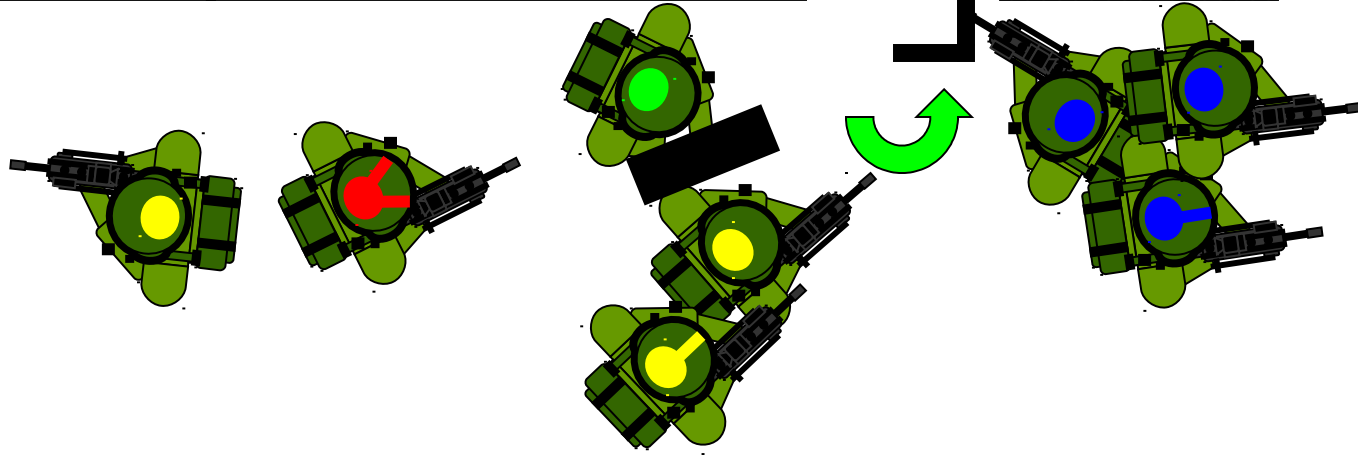
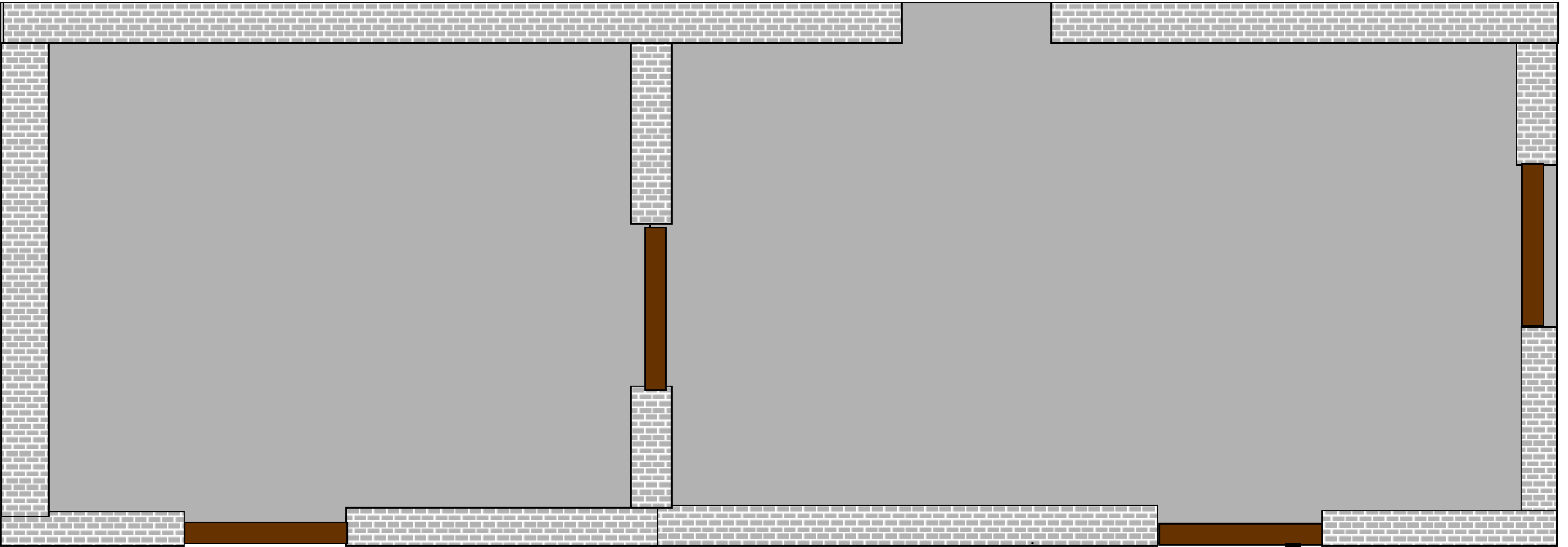


# PREPARER

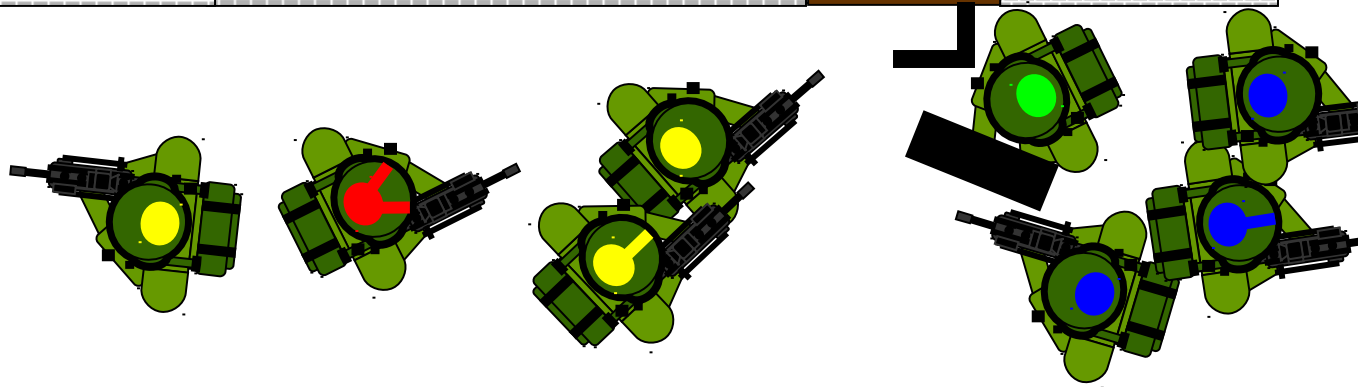
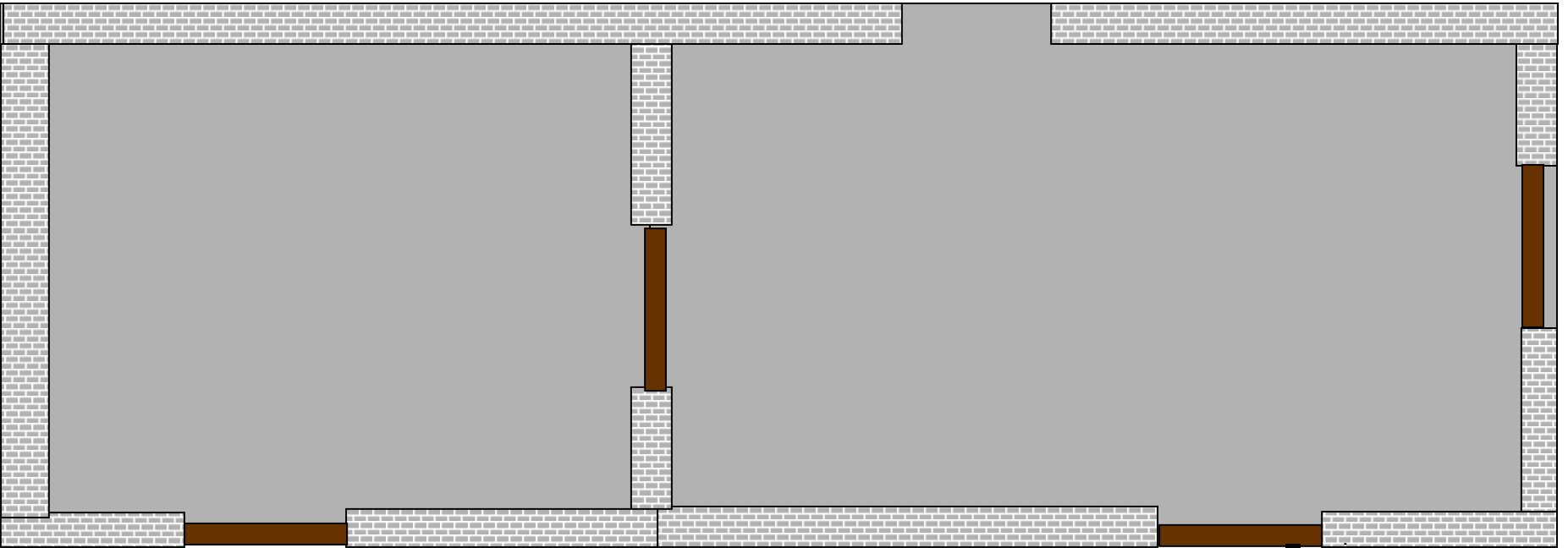


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

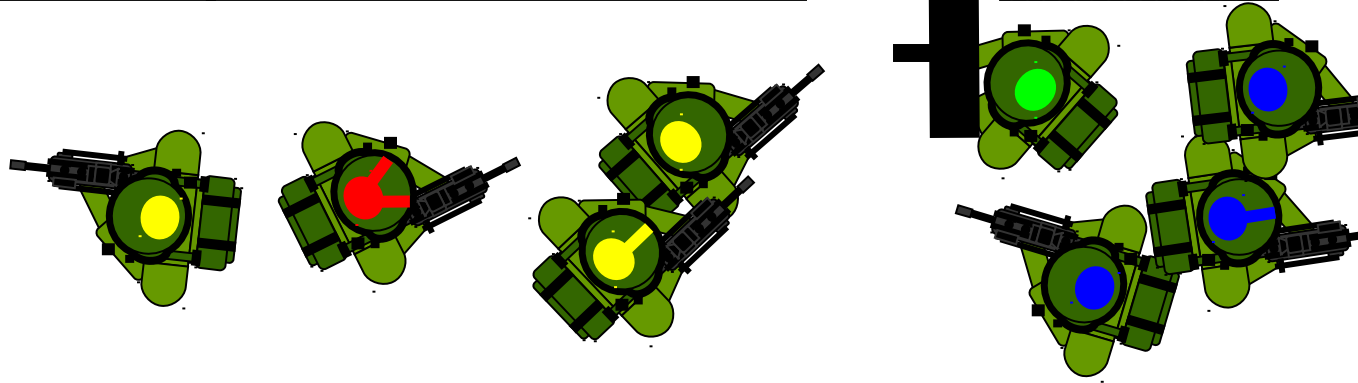
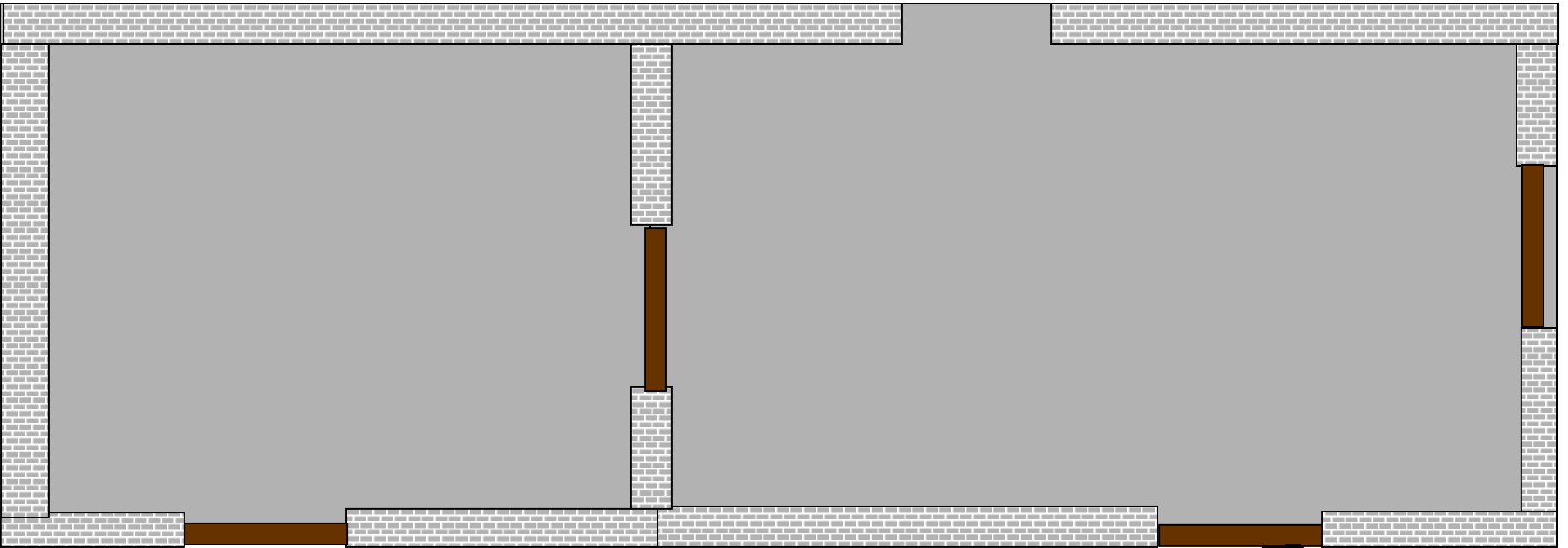
# PREPARER



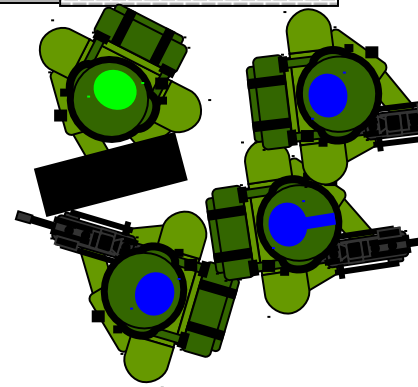
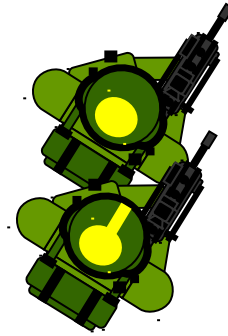
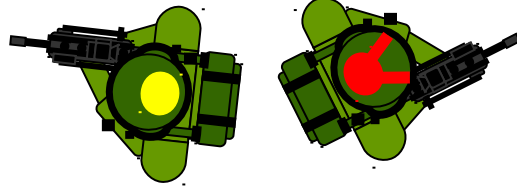
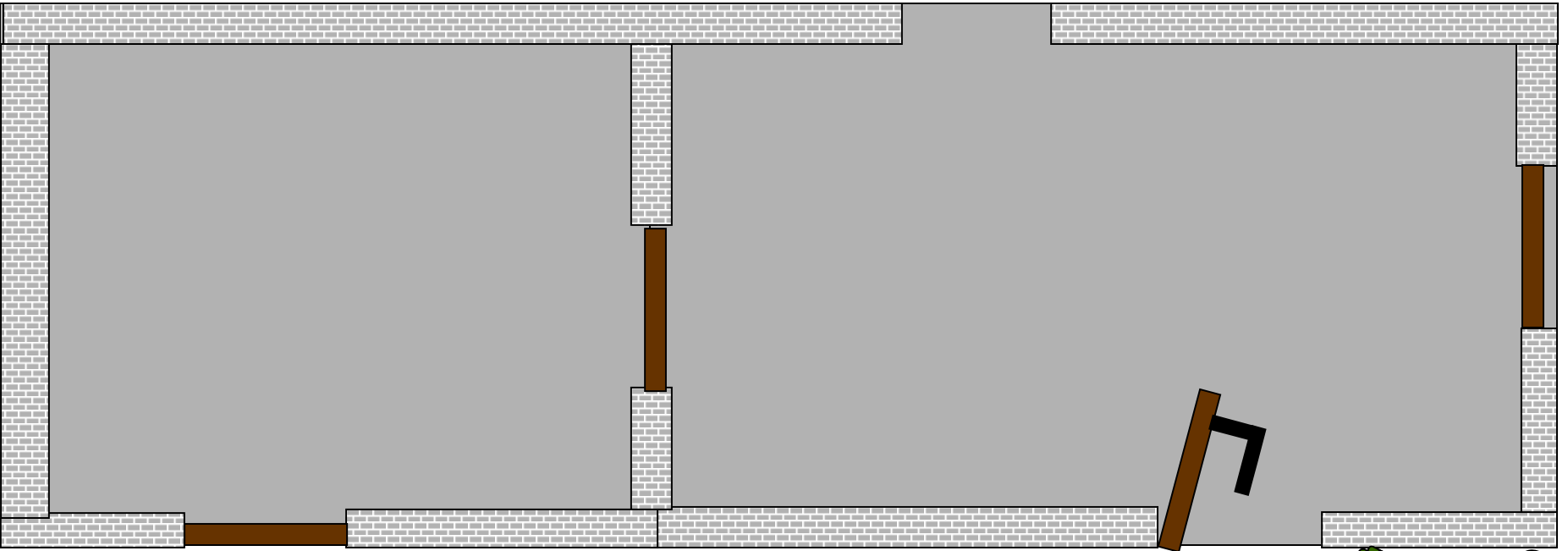
# PREPARER



# PENETRER

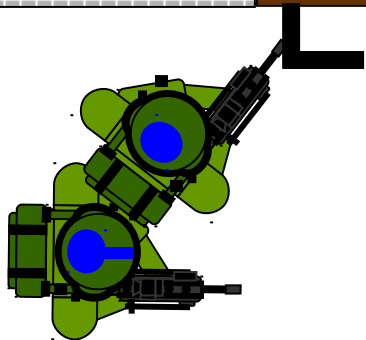
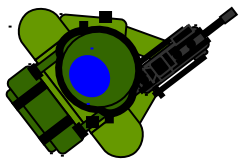
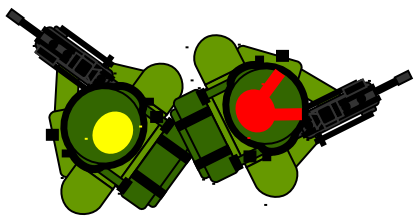
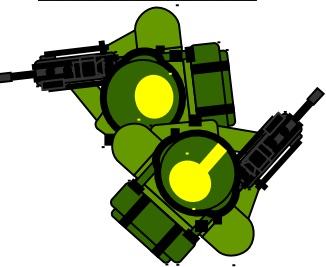
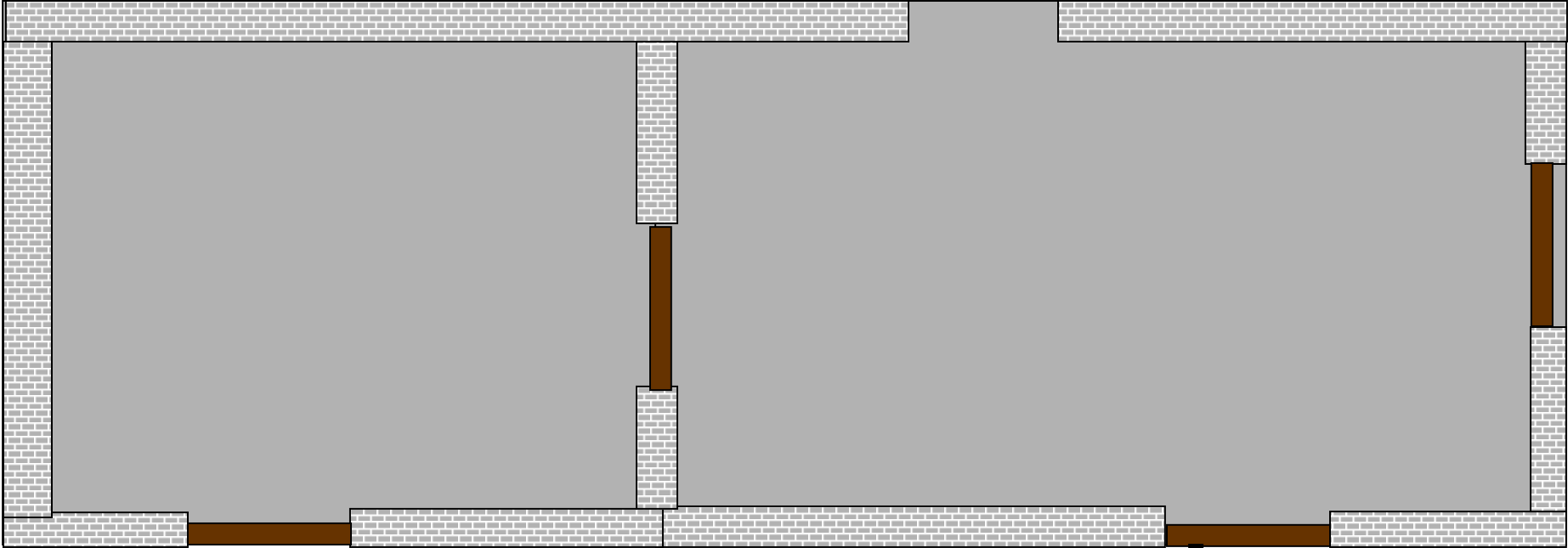


# PENETRER

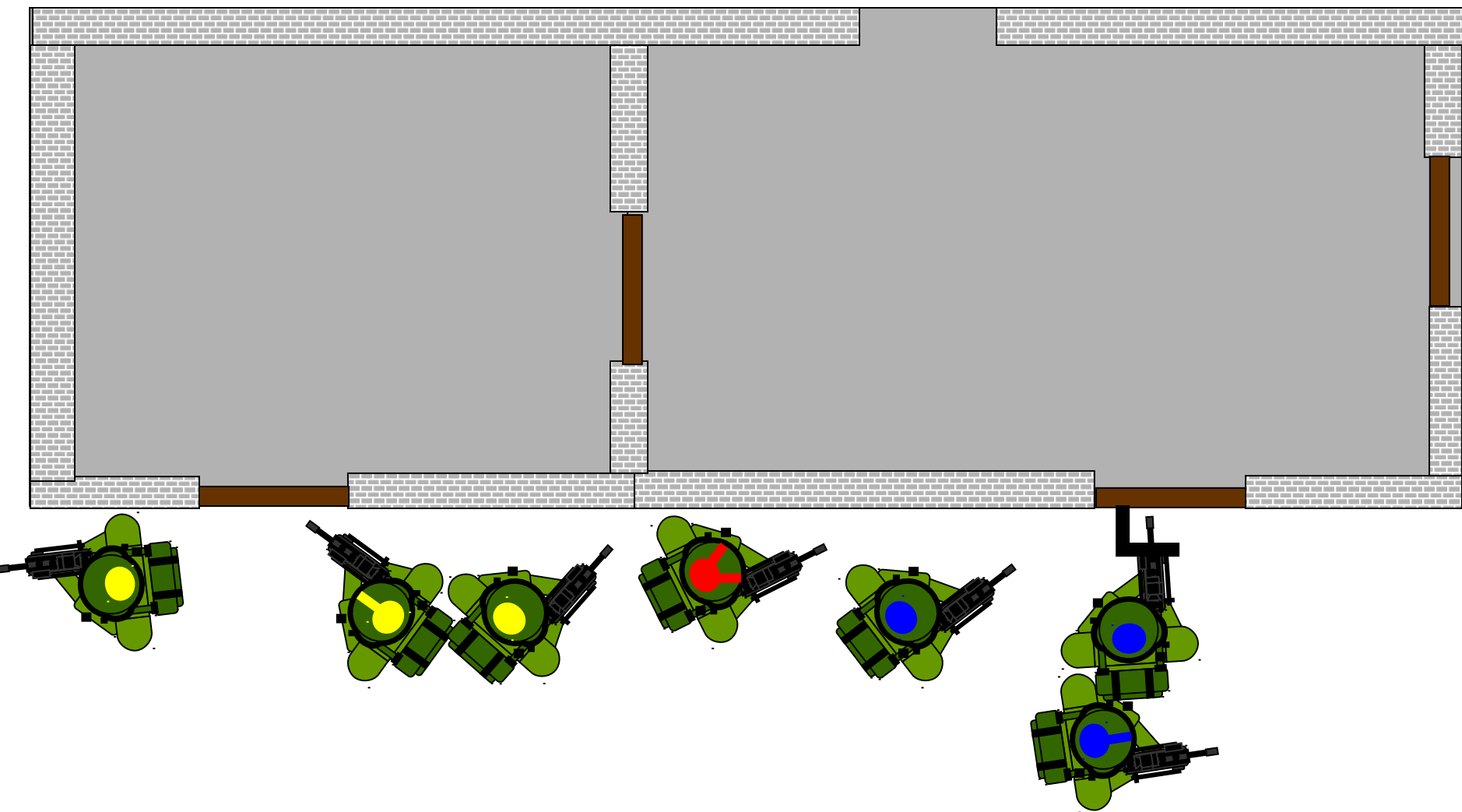


**ABORDAGE**  
**ABORDAGE**  
**COTE POIGNEE**  
**(CONTEXTE 2)**

# ABORDER



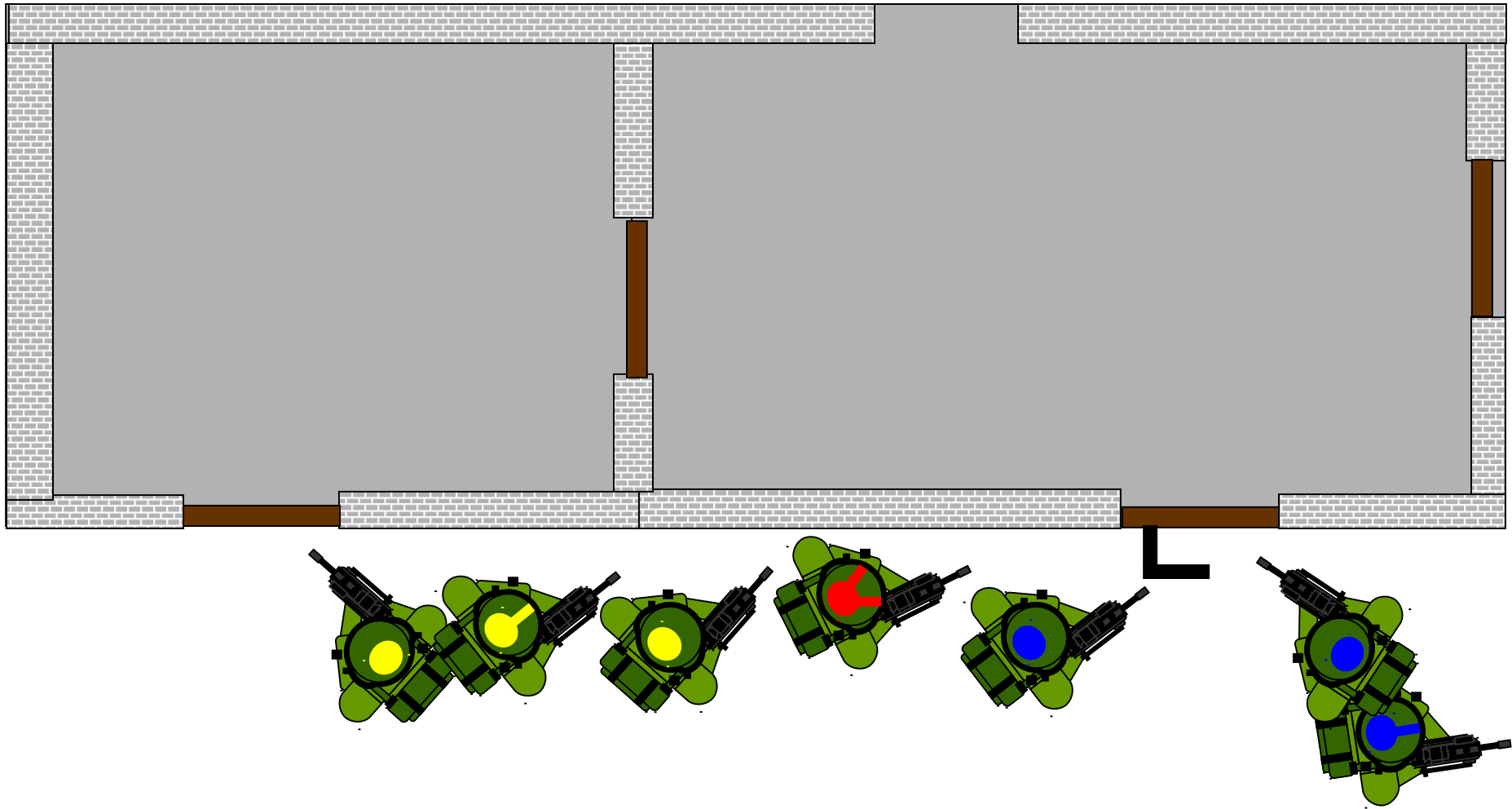
# ABORDER



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

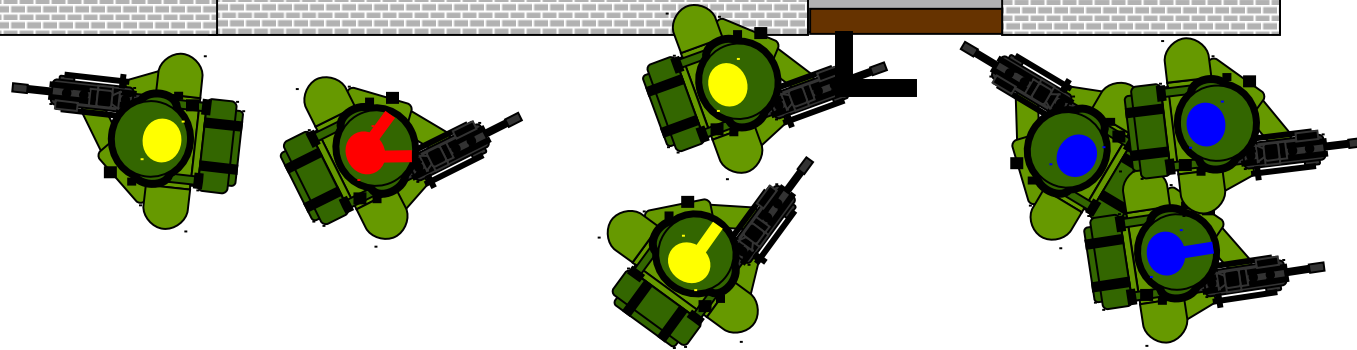
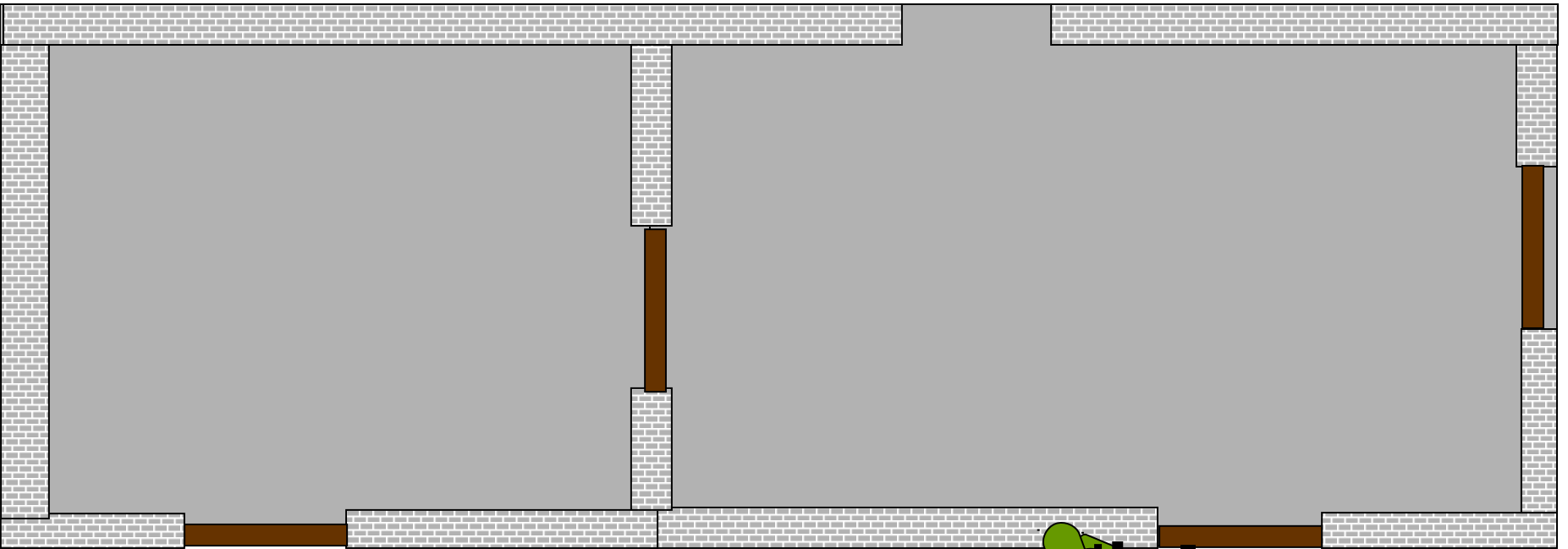


# ABORDER



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

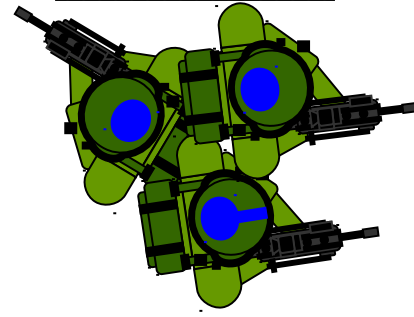
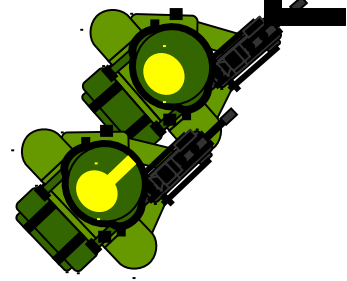
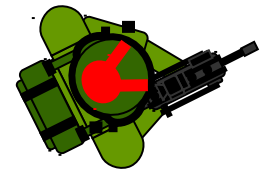
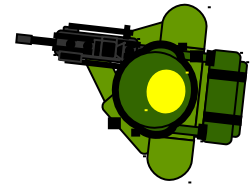
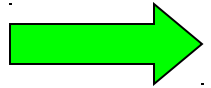
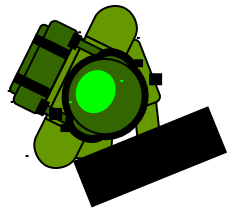
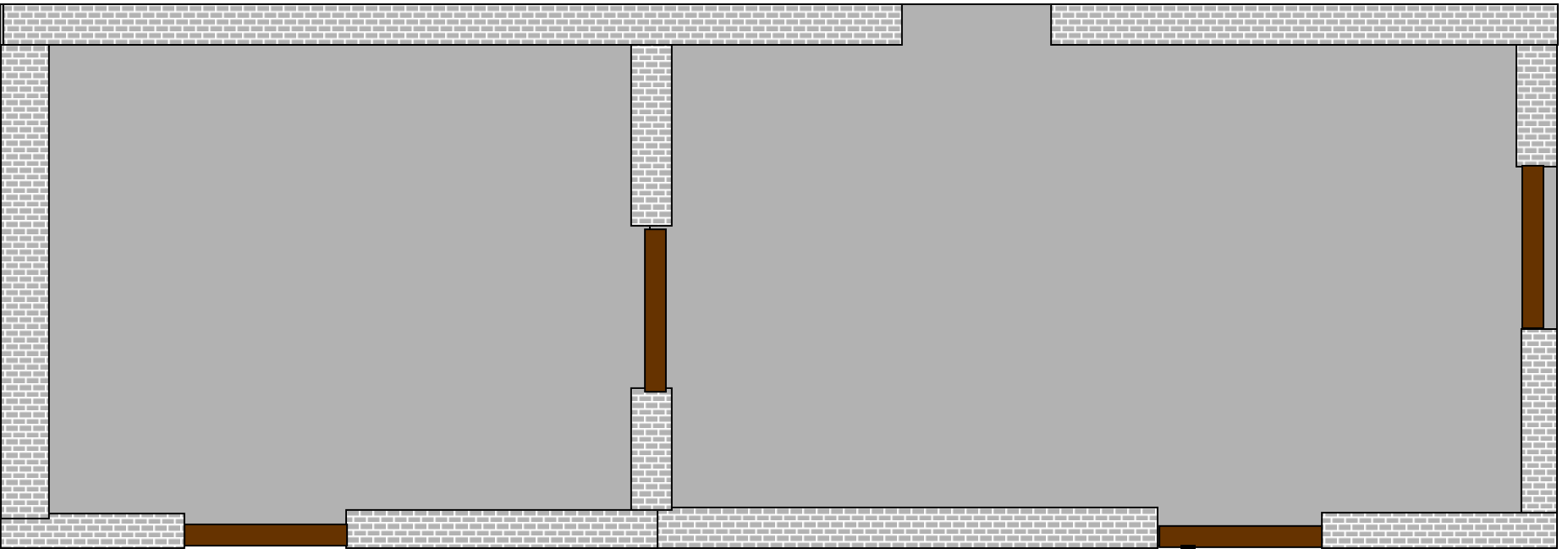
# PREPARER



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

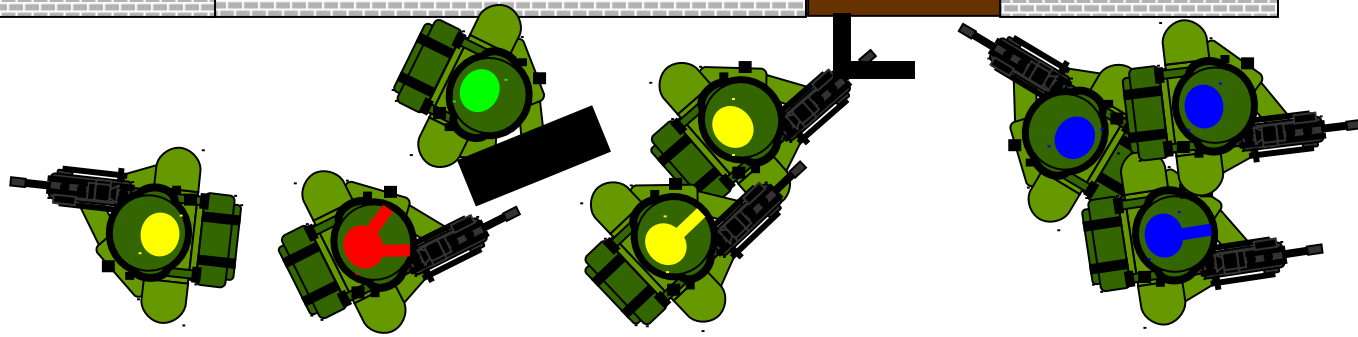
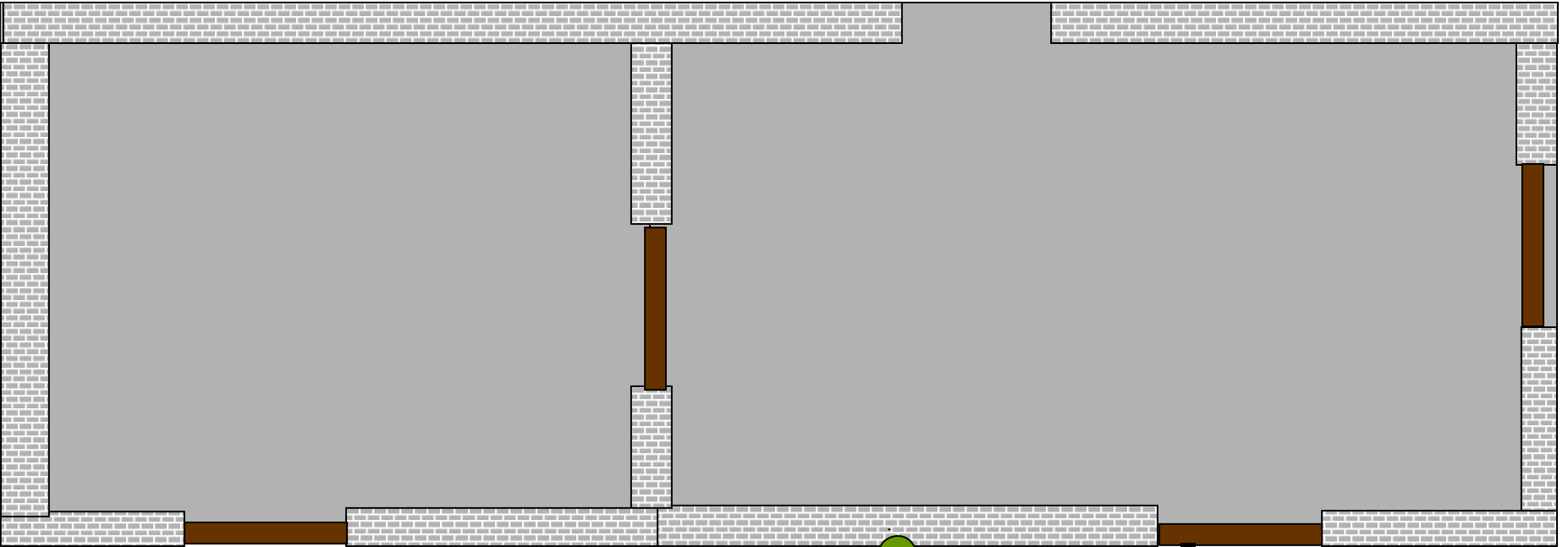
**NB** : DANS TOUS LES CAS DE FIGURE, C'EST CELUI QUI EST LE PLUS  
PRES DE LA POIGNEE QUI OUVRE LA PORTE

# PREPARER

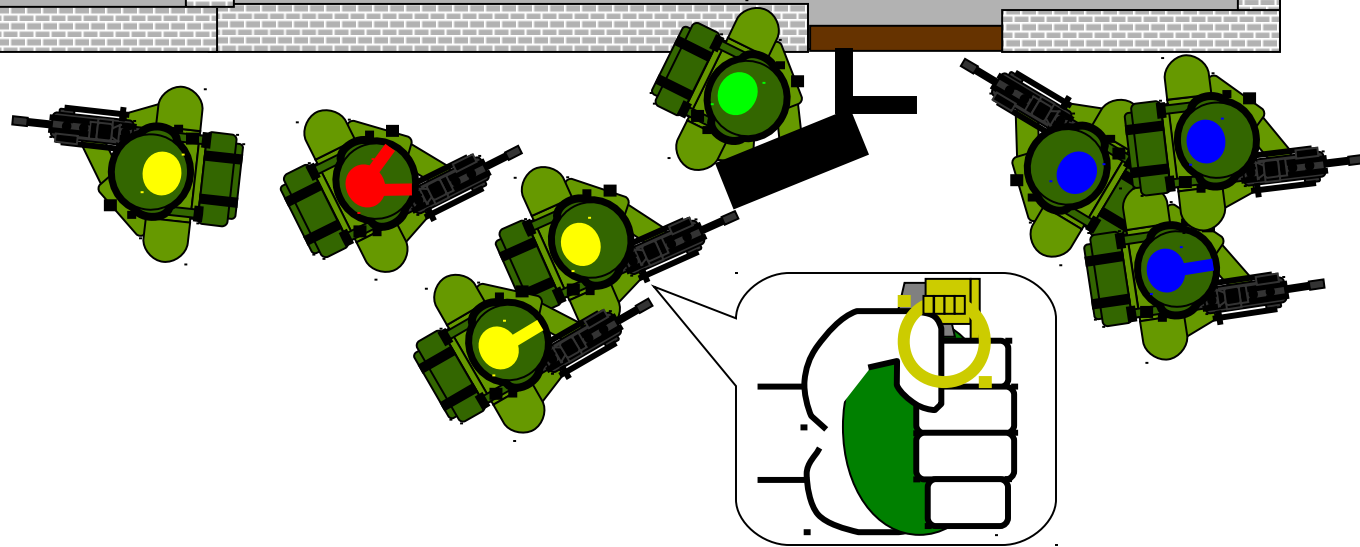
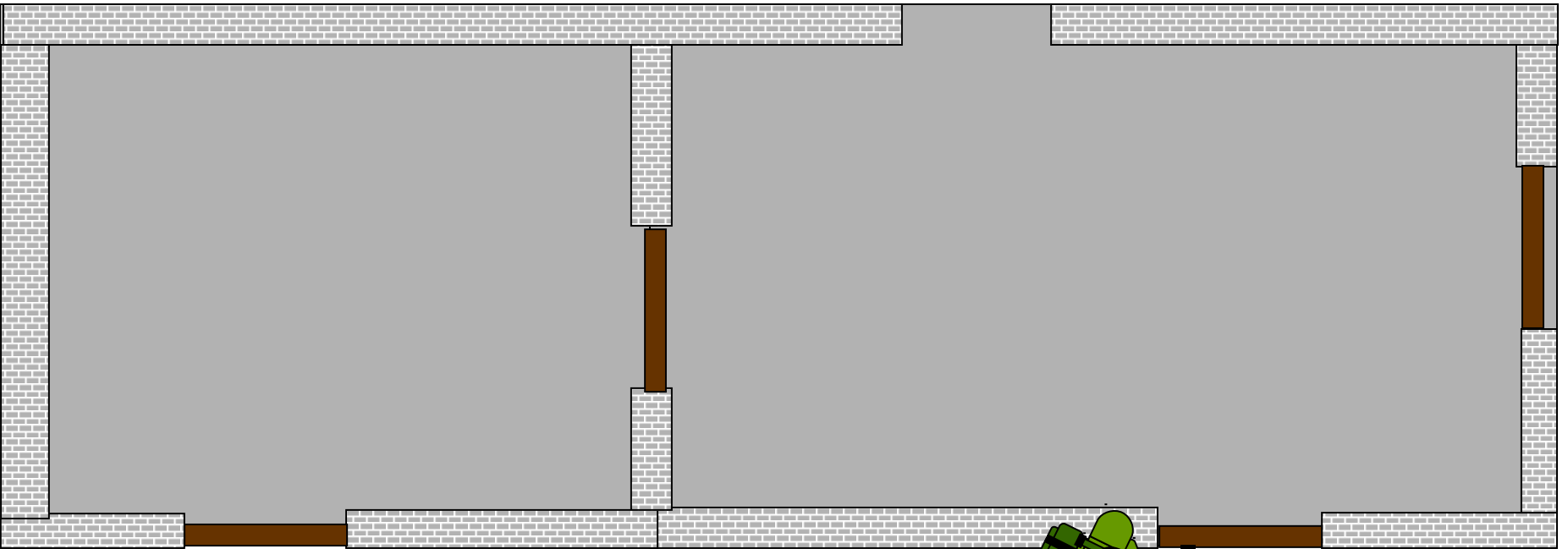


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

# PREPARER

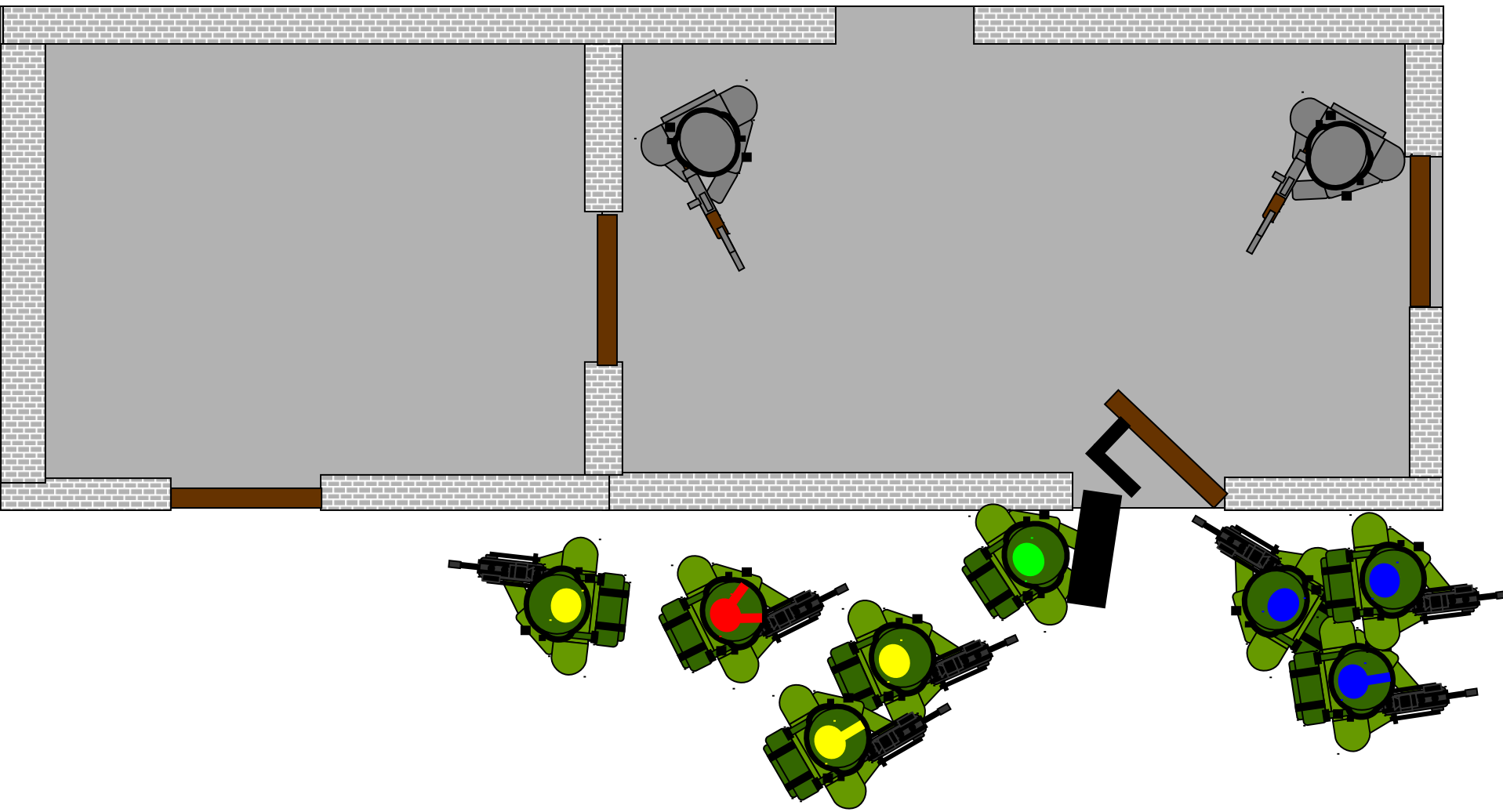


# PREPARER

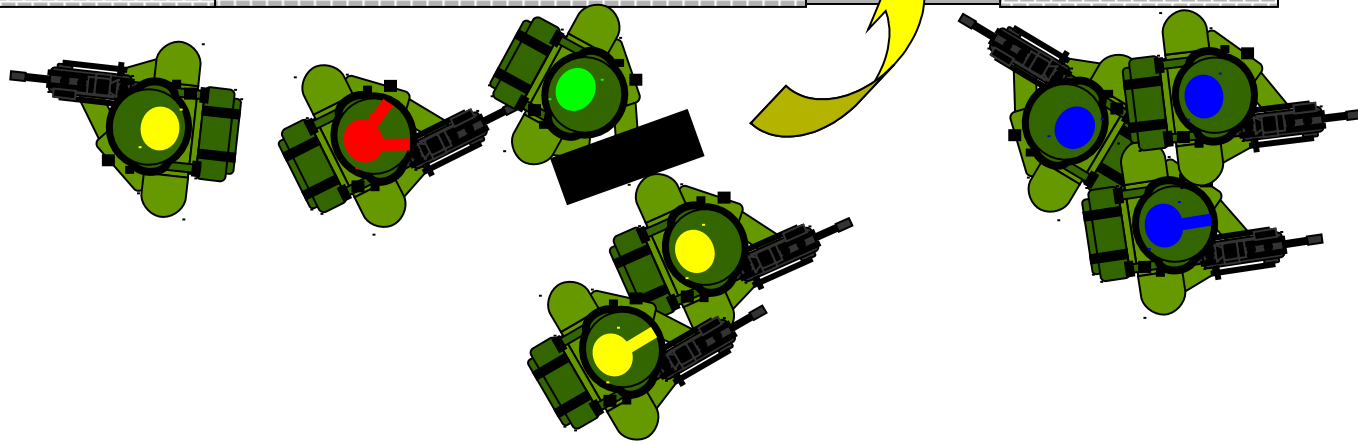
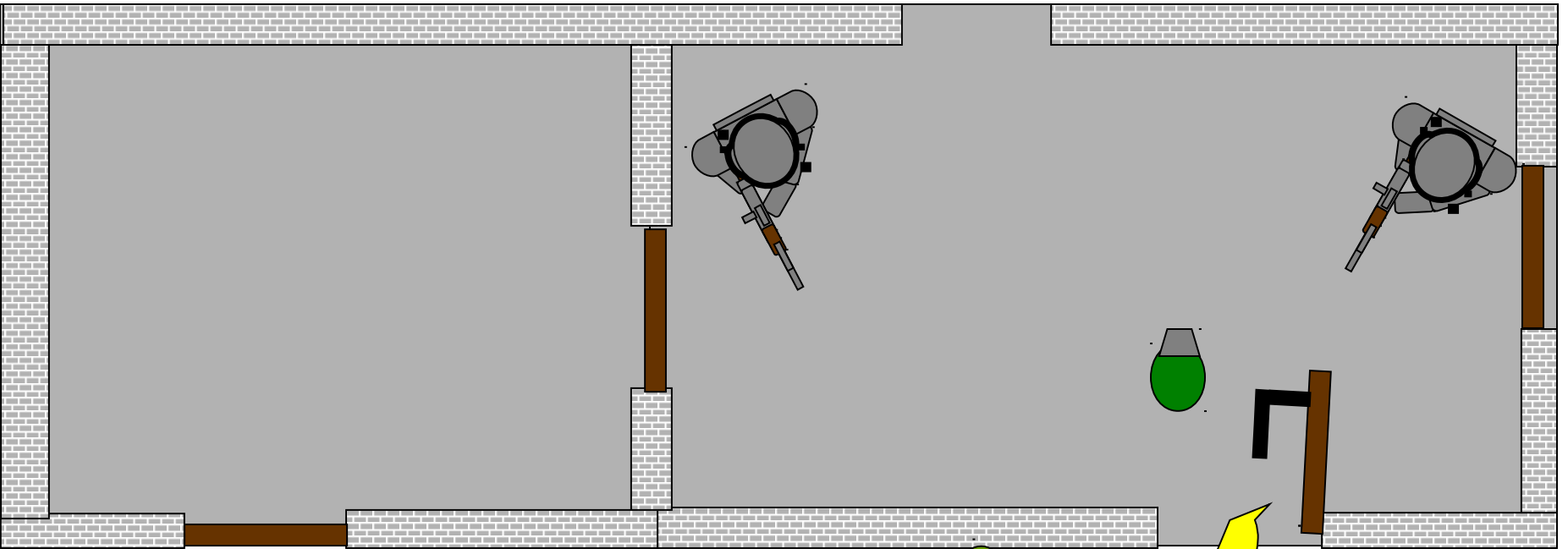


**NB** : LE N°1 DU TRINOME JAUNE PREPARE UNE GRENADE POUR LA LANCER AVANT LA PENETRATION

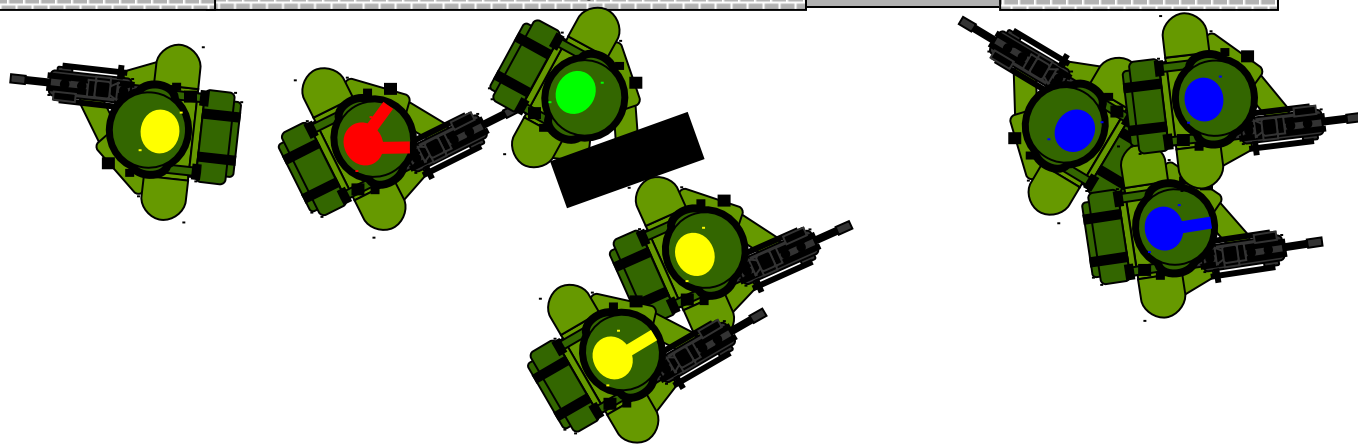
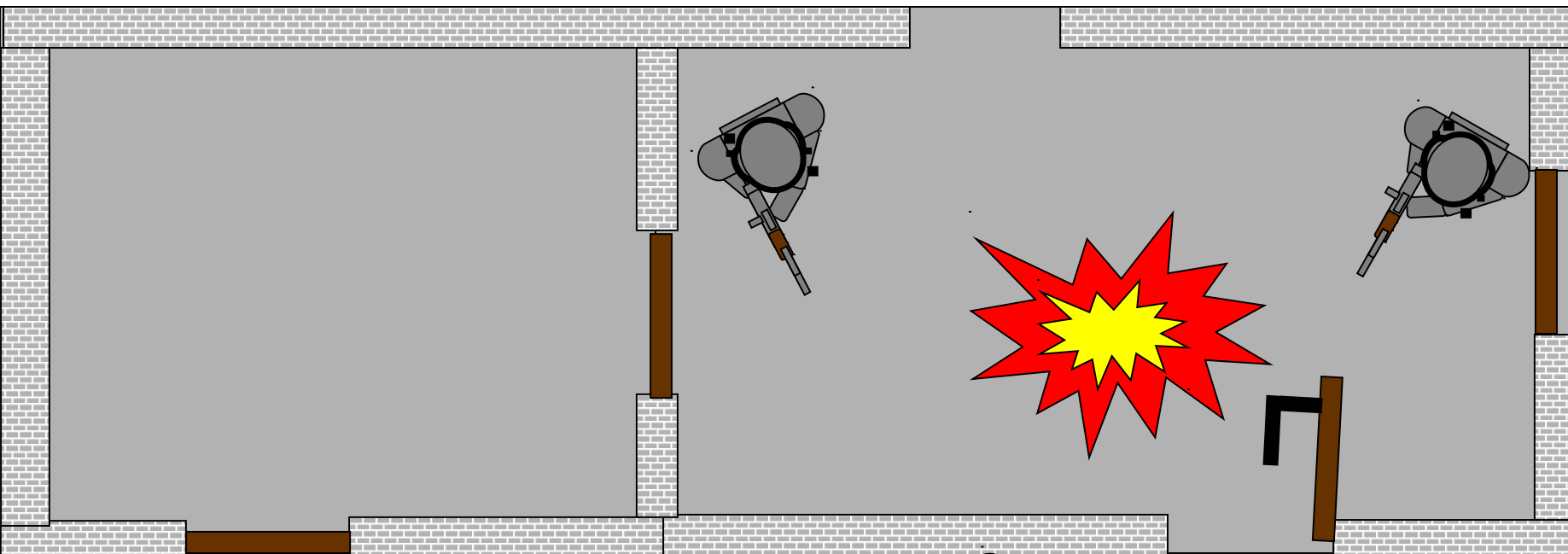
# PENETRER



# PENETRER

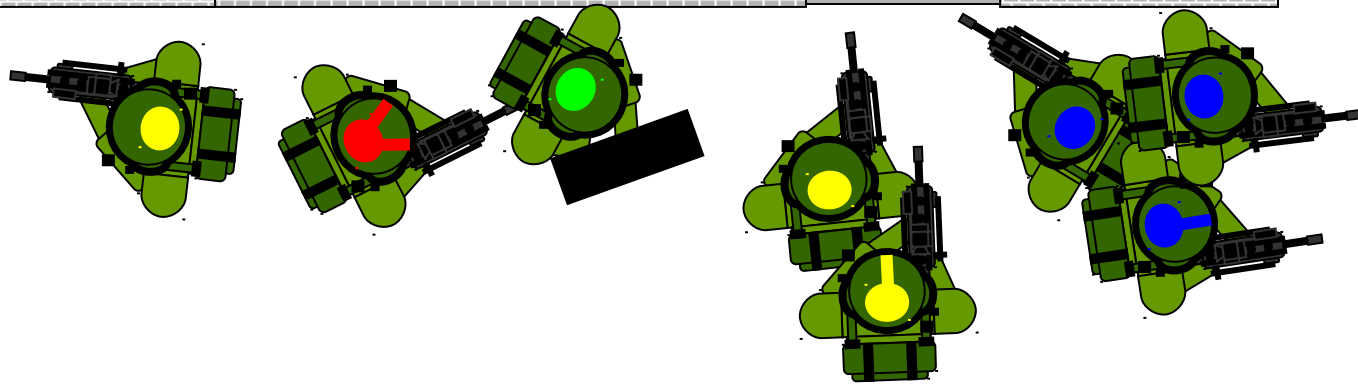
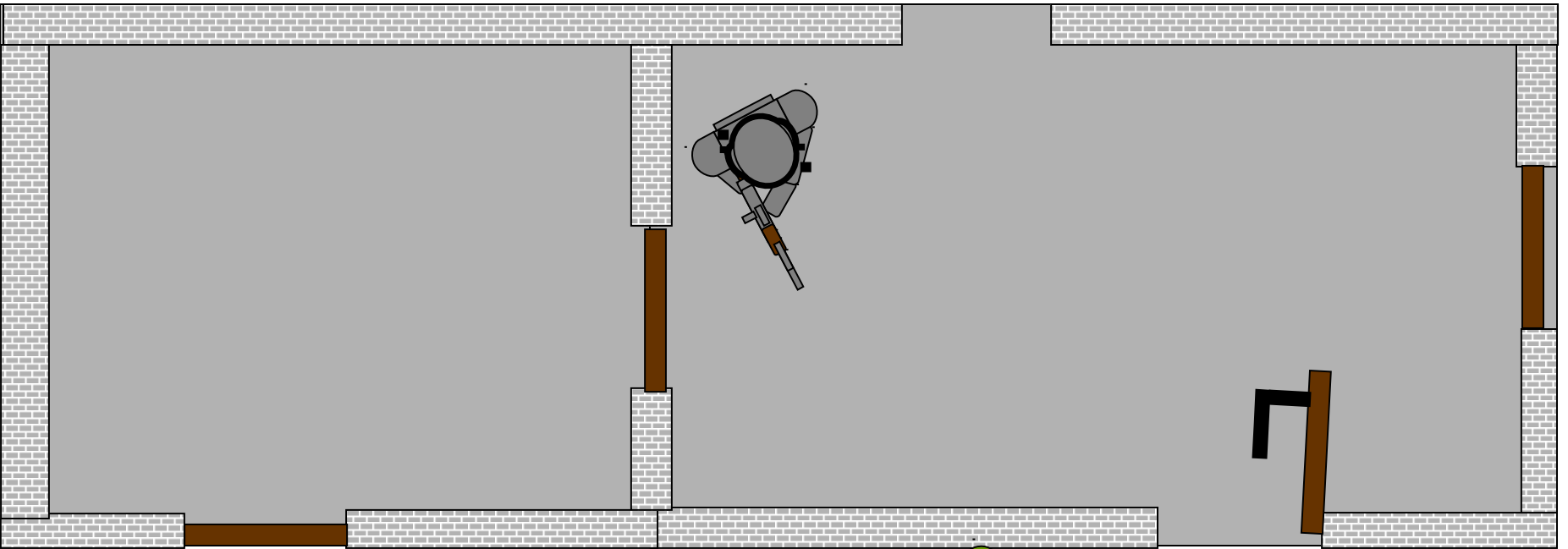


# PENETRER

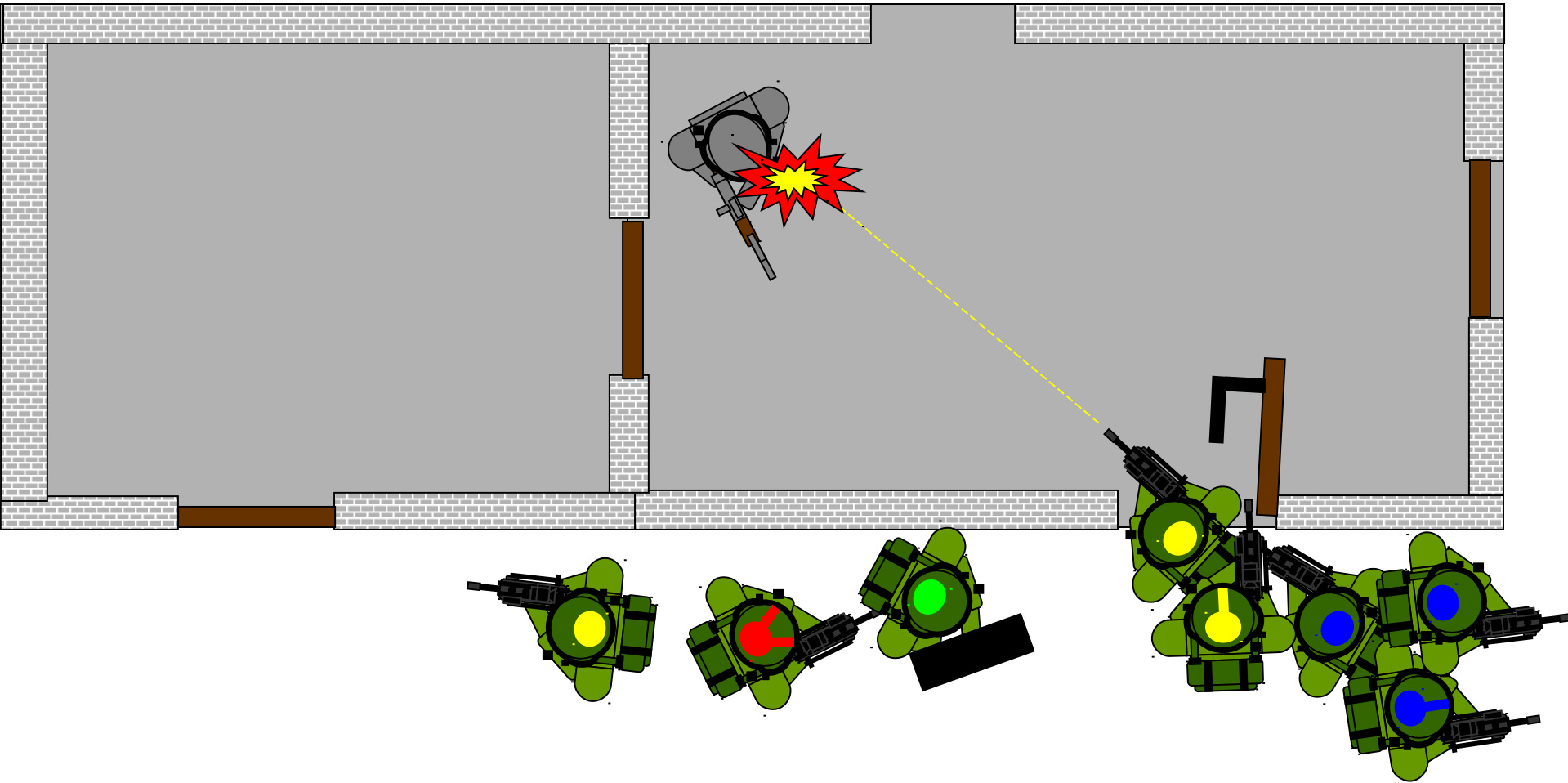




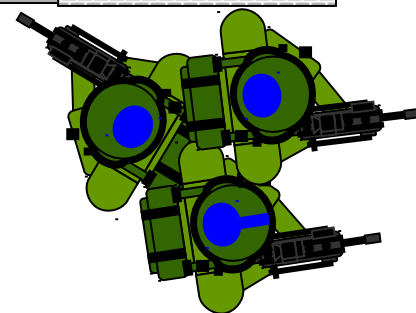
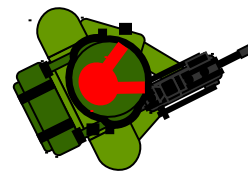
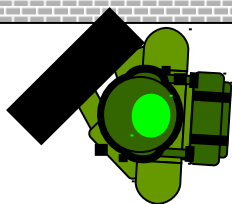
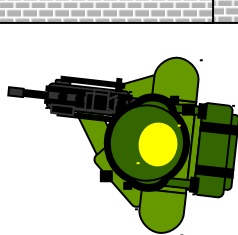
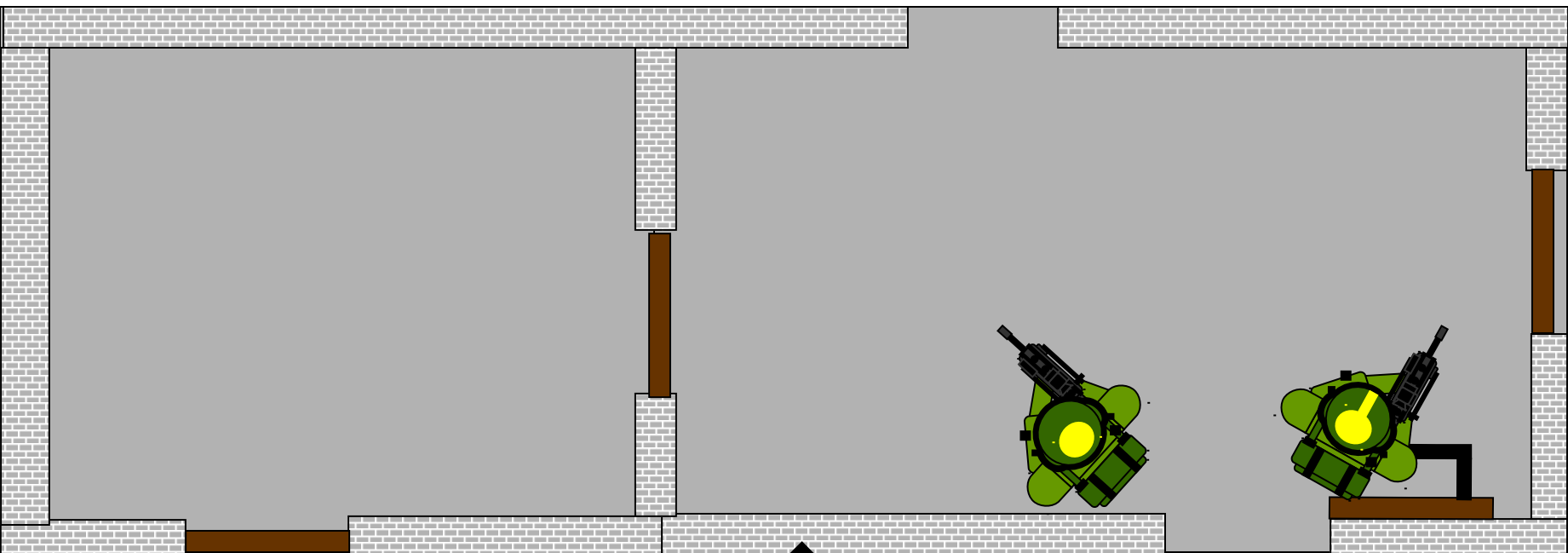
# PENETRER



# PENETRER

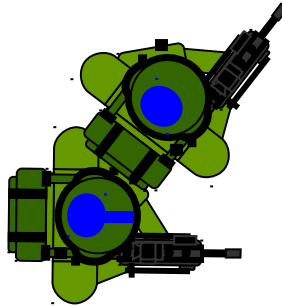
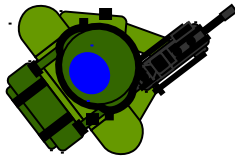
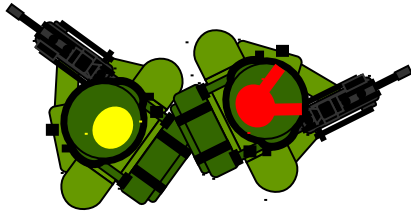
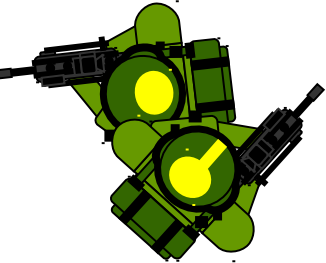
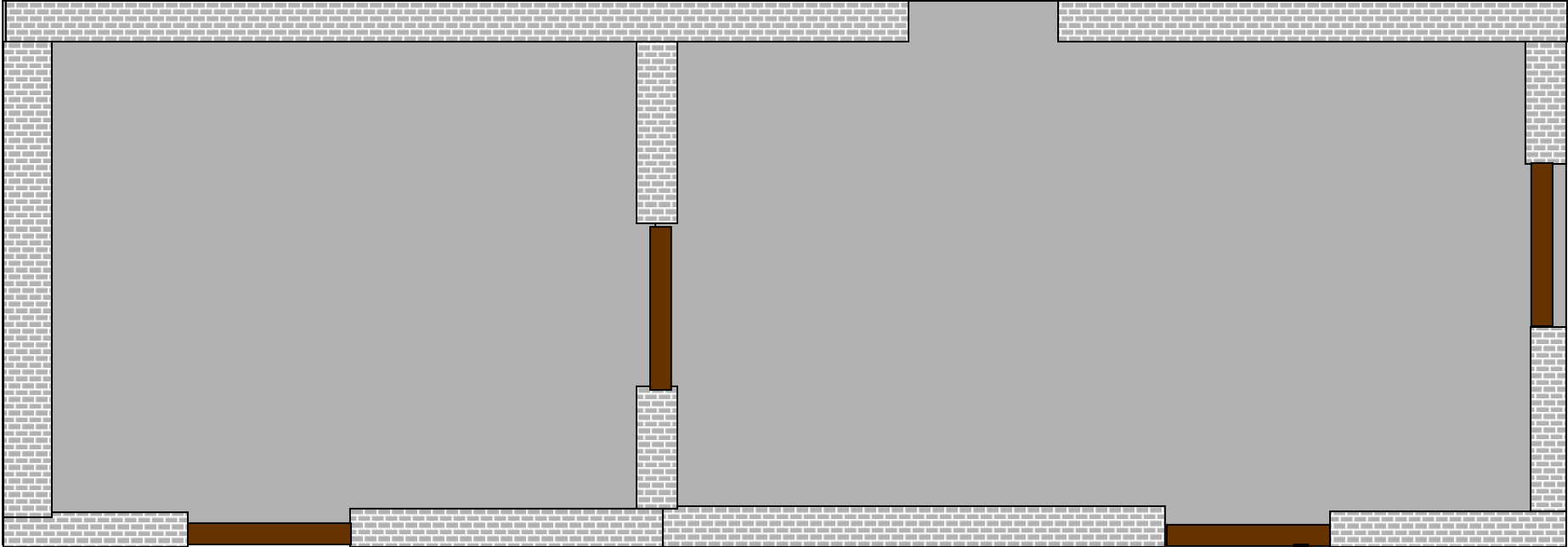


# PENETRER

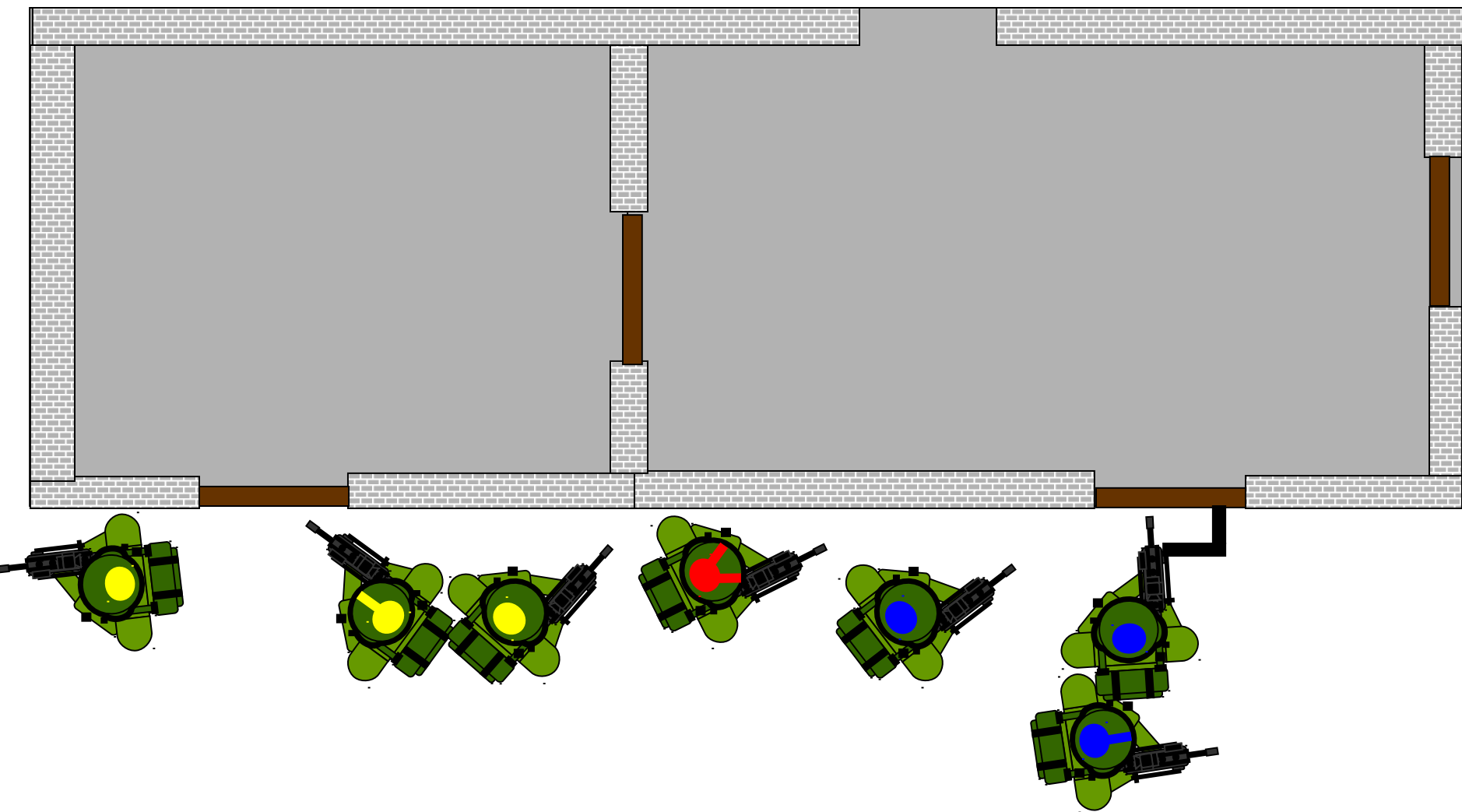


**ABORDAGE**  
**ABORDAGE**  
**COTE OPPOSEE POIGNEE**  
**(CONTEXTE 2)**

# ABORDER

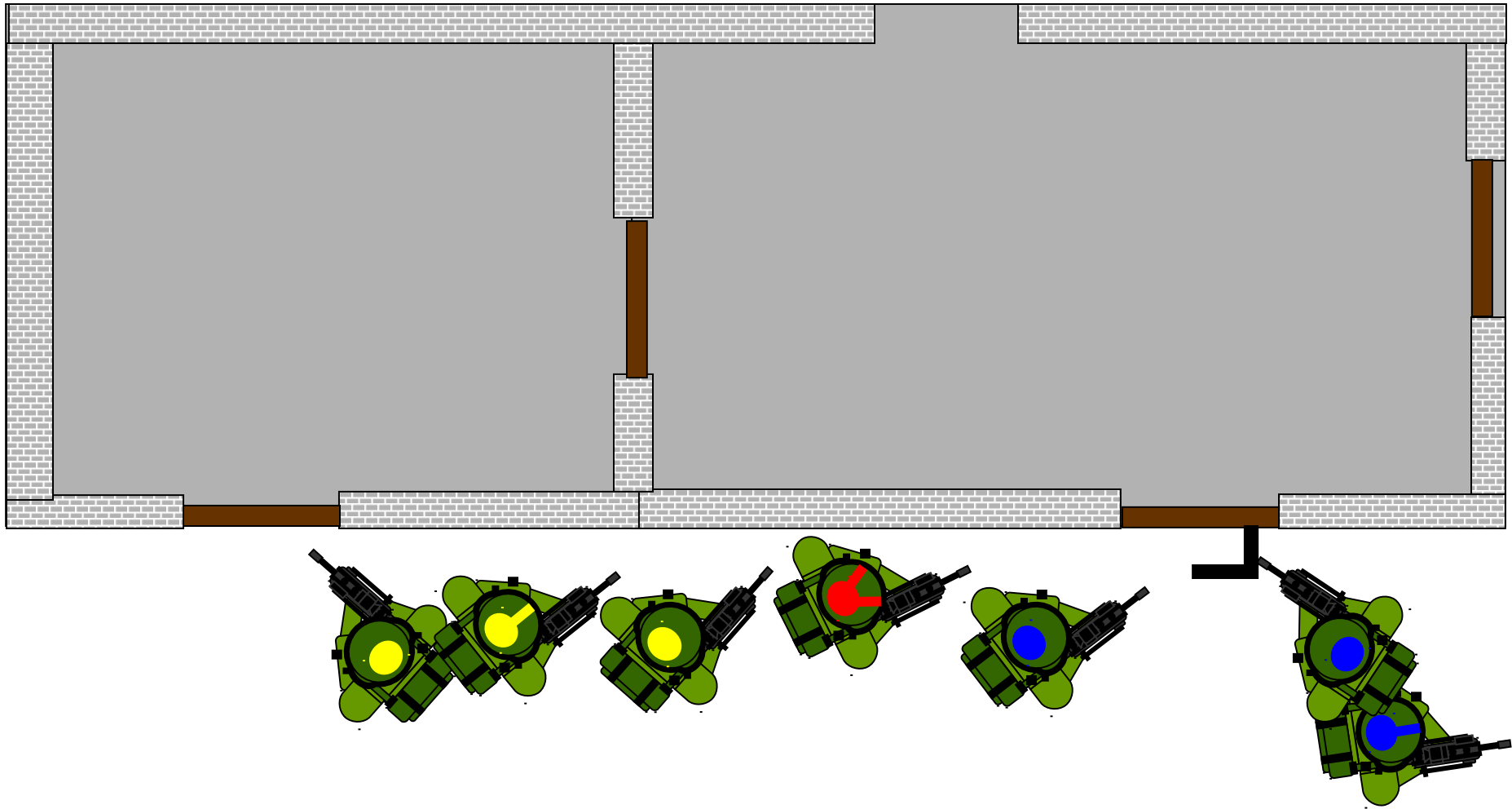


# ABORDER



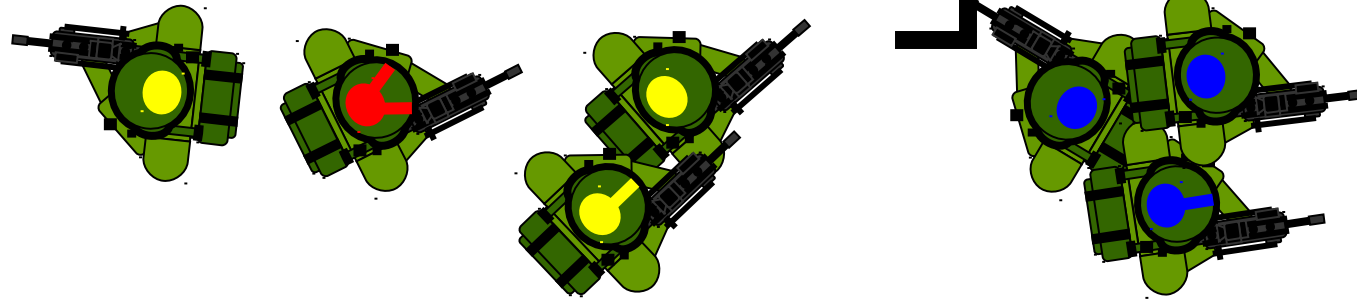
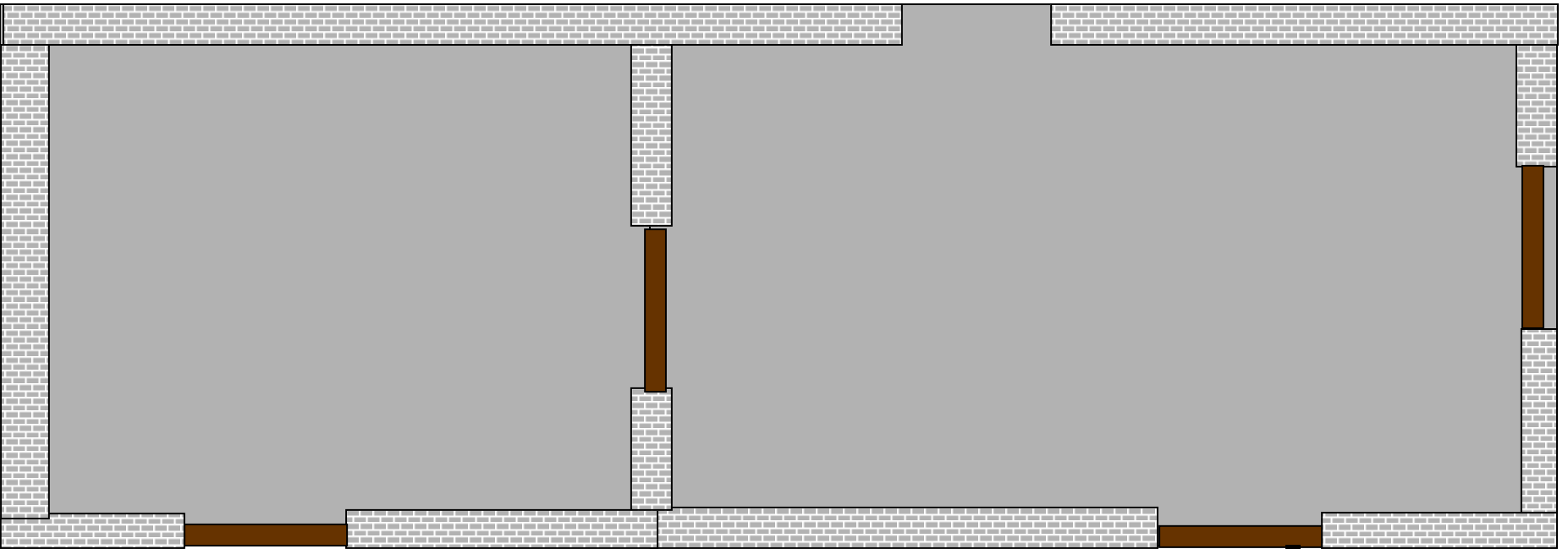
**NB** : DANS TOUS LES CAS DE FIGURE, LE PREMIER TRINOME PASSE DE L'AUTRE COTE DE LA PORTE POUR SE PLACER EN PROTECTION

# 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

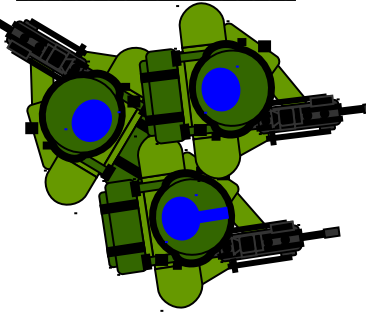
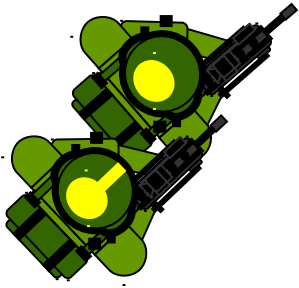
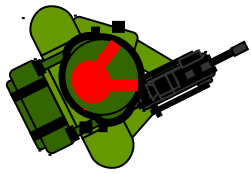
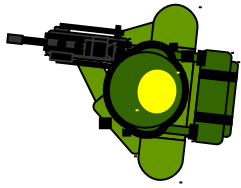
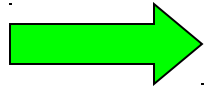
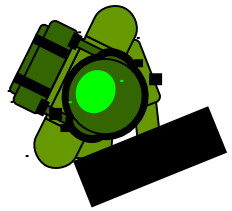
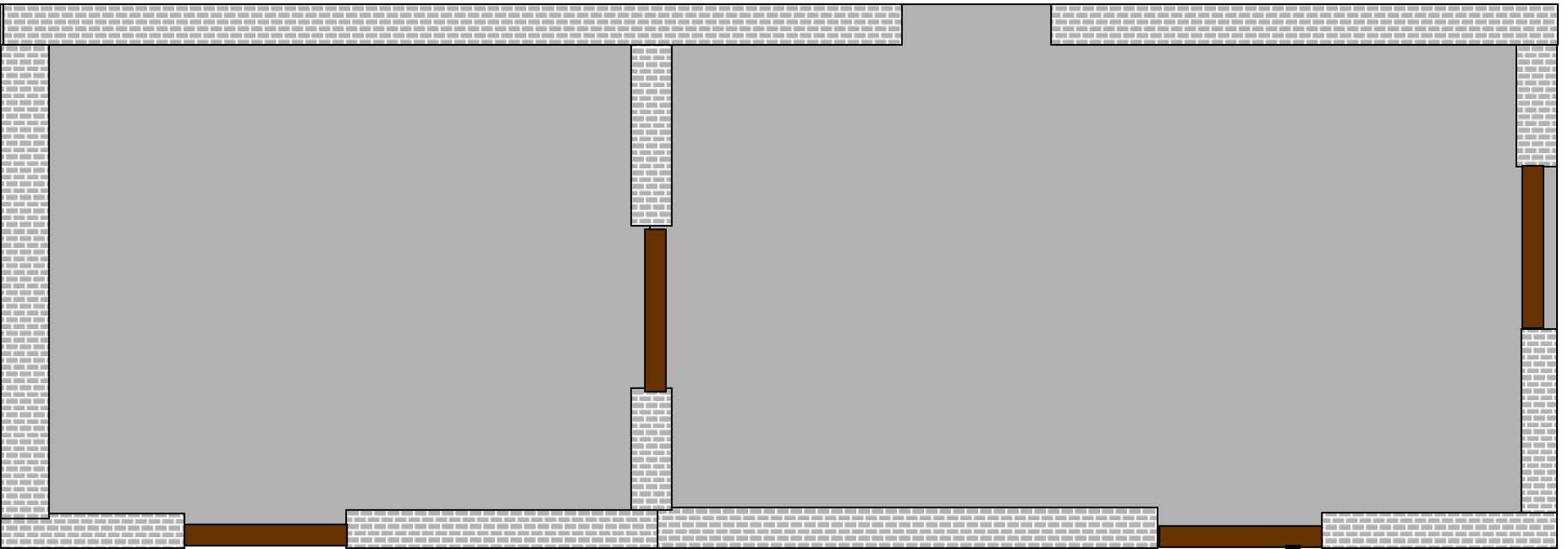


N°3 DU PREMIER TRINOME  
TESTE LA PORTE, APPUYE PAR  
N°2 ET N°1 DU DEUXIEME  
TRINOME

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

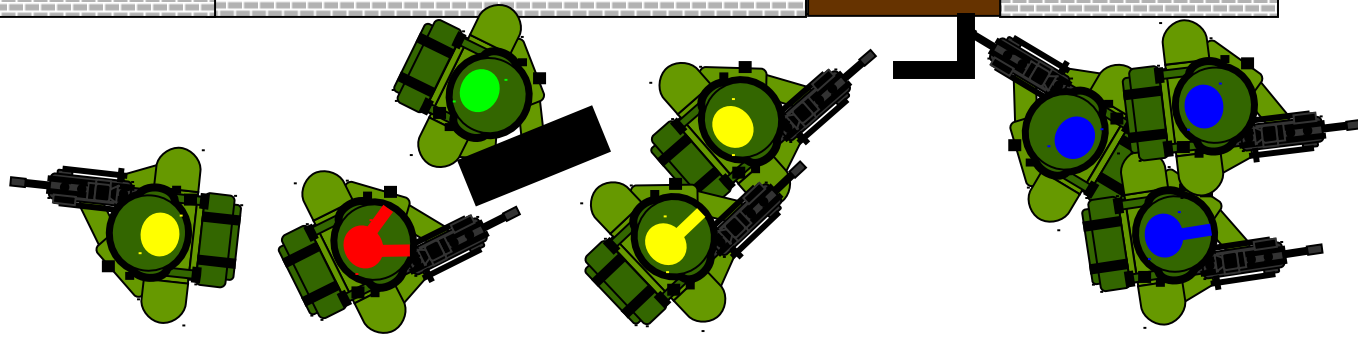
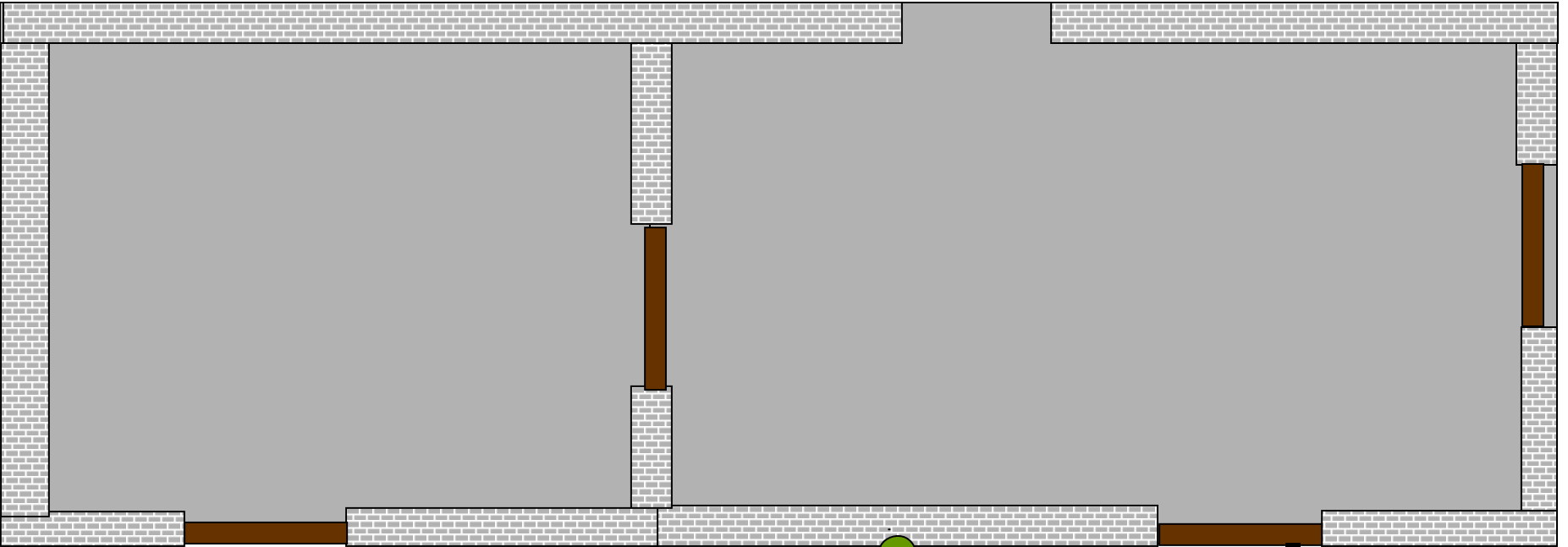


# PREPARER

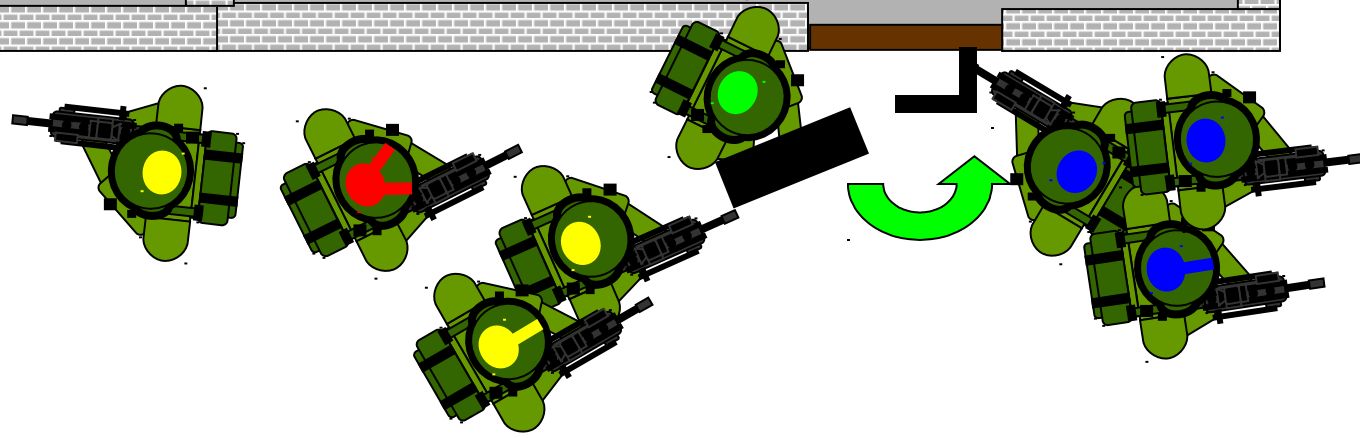
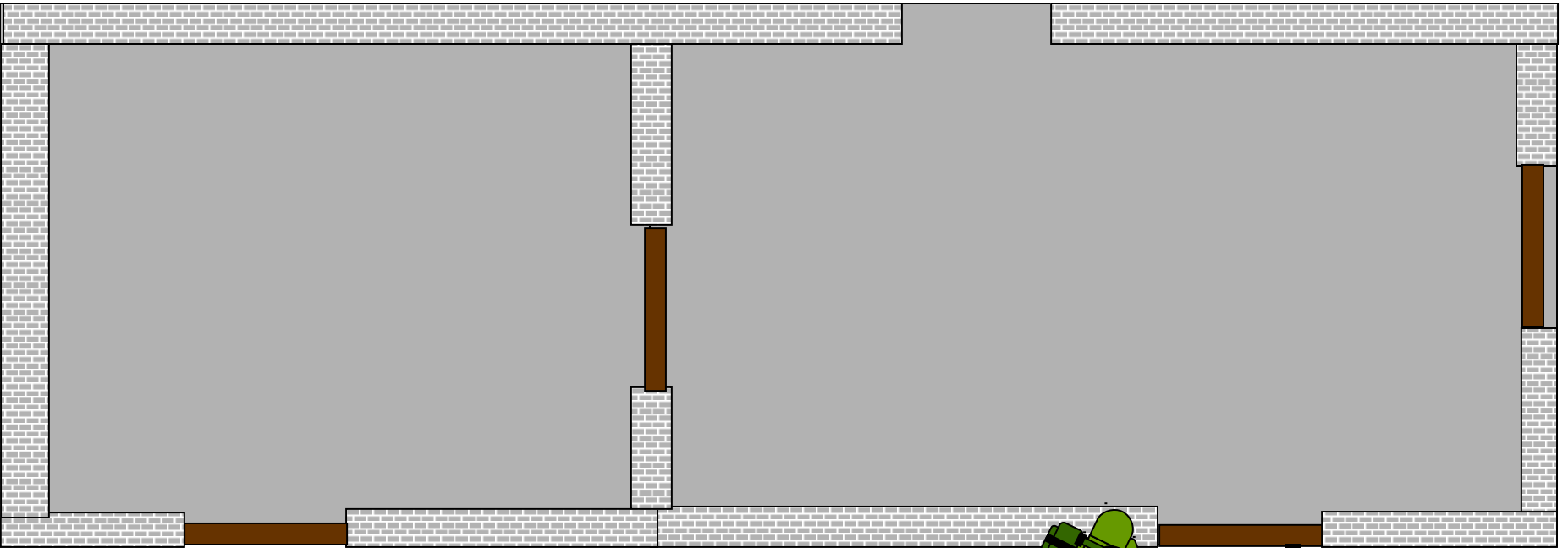


**NB** : LA PORTE EST VERROUILLEE, IL FAUT FAIRE APPEL AU BELIER

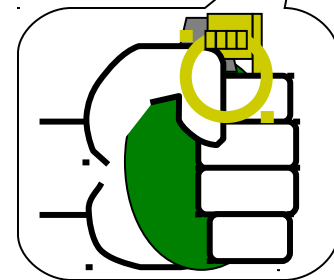
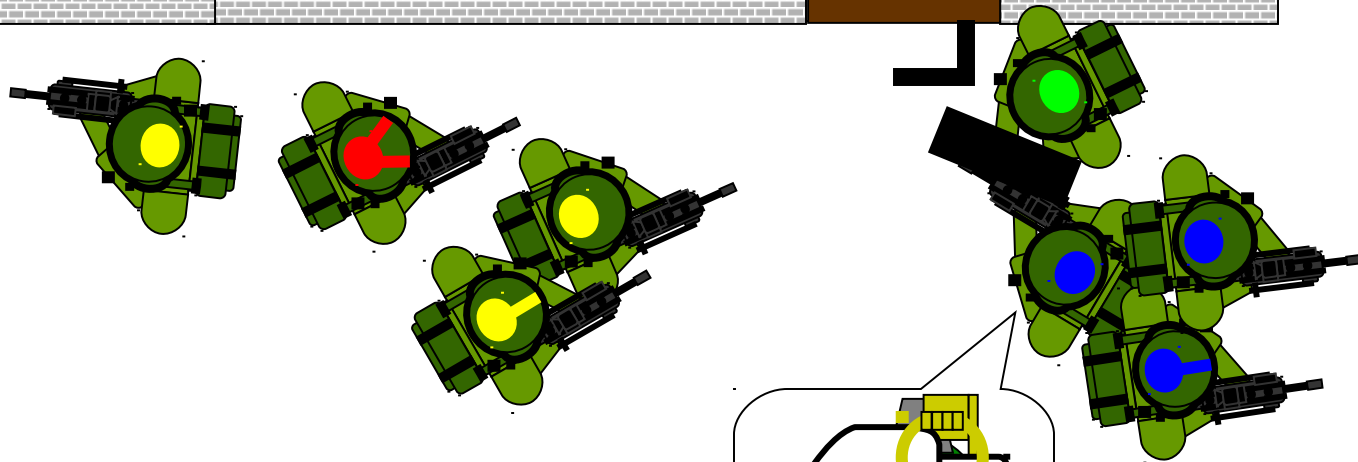
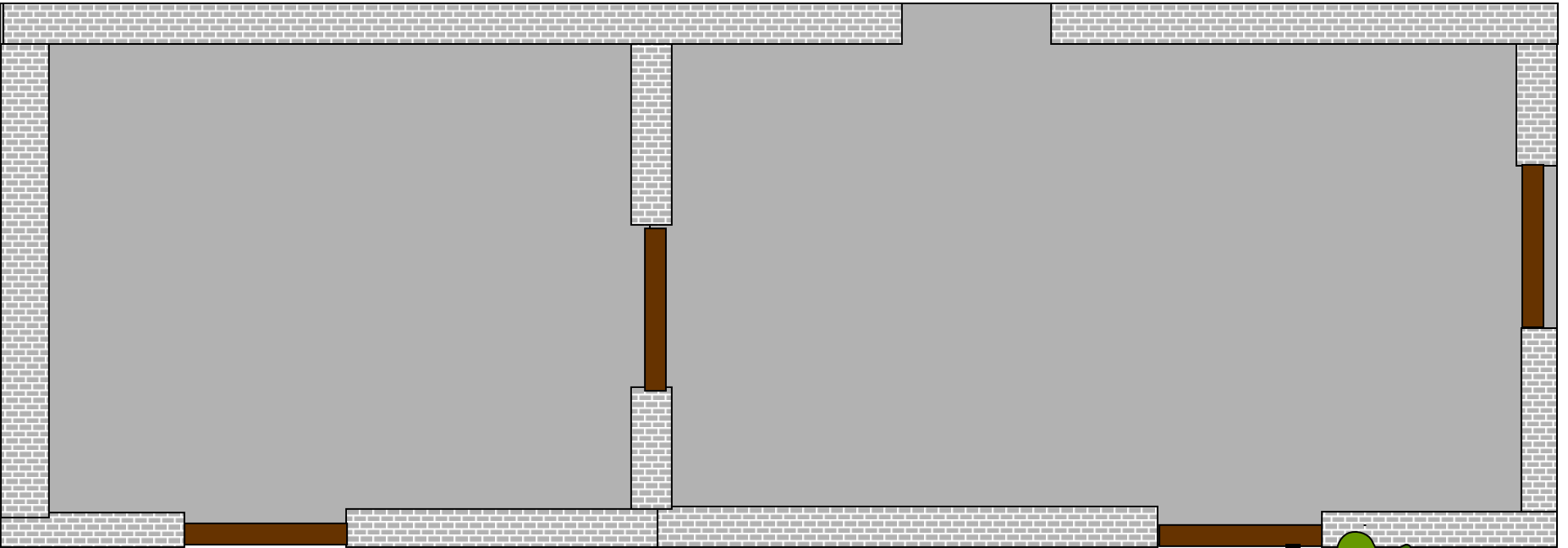
# PREPARER



# PREPARER

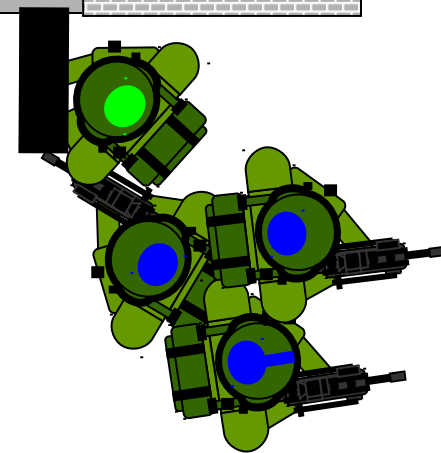
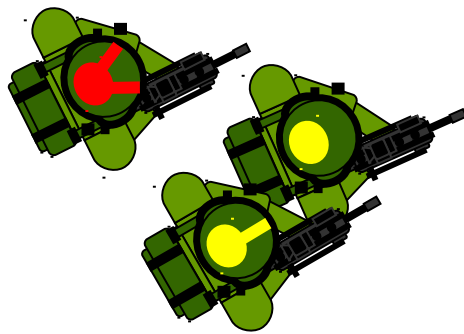
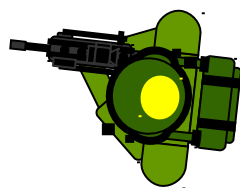
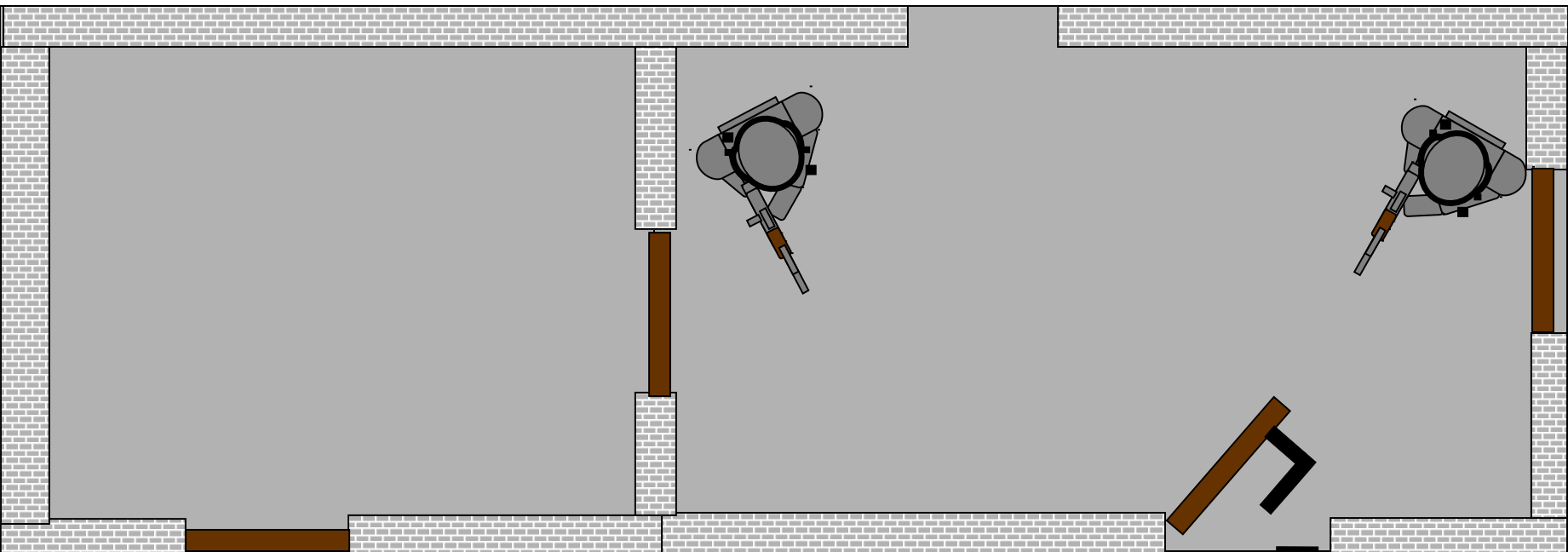


# PREPARER

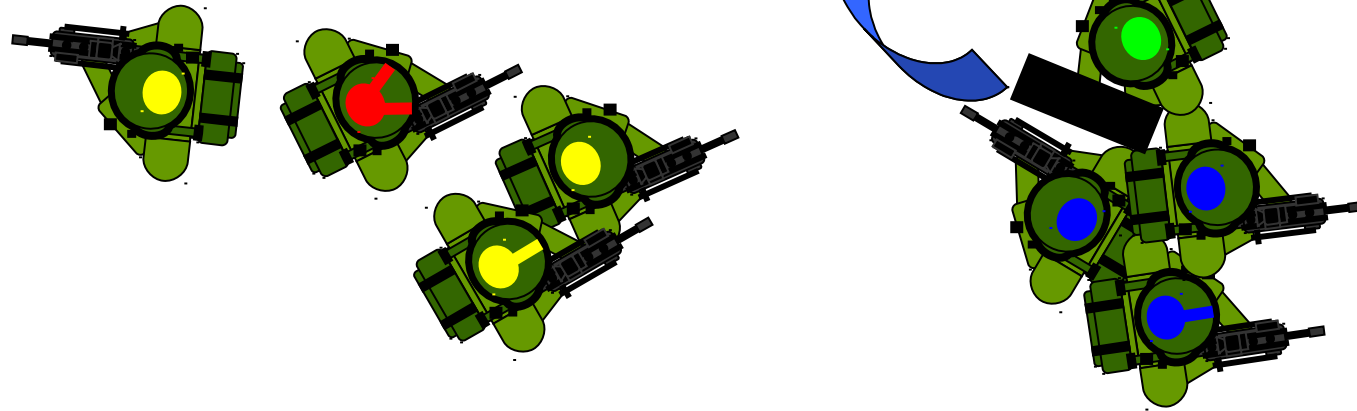
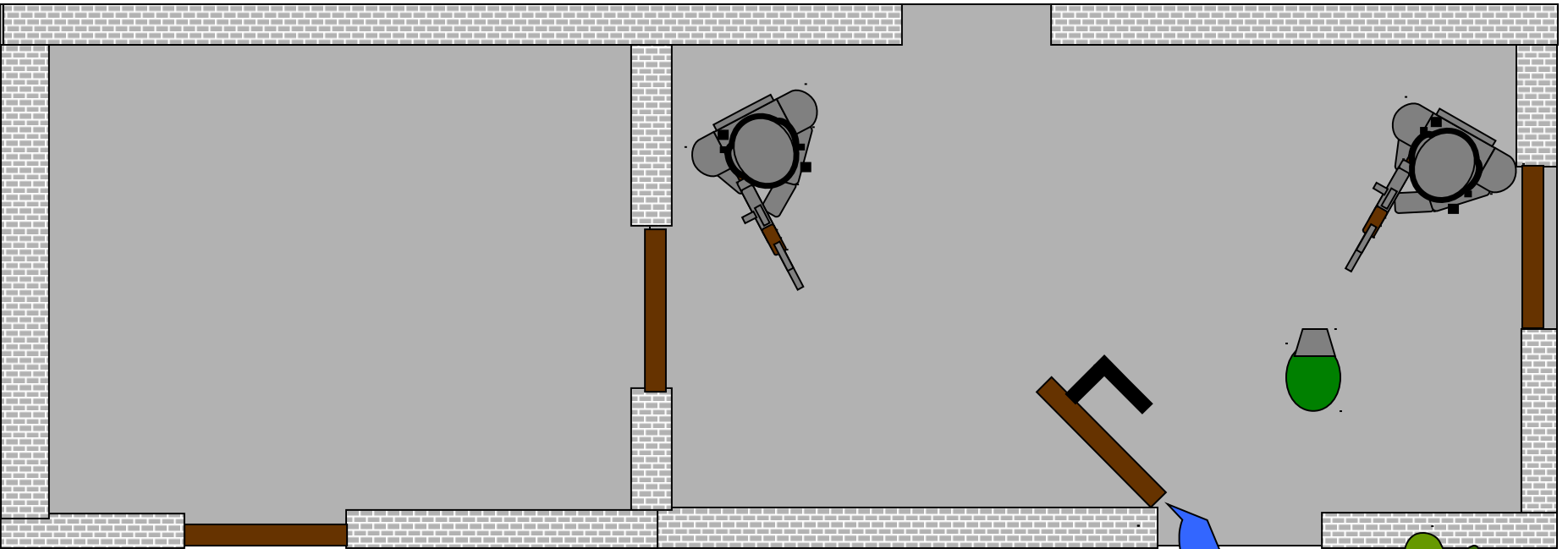


**NB** : LE N°3 DU TRINOME BLEU PREPARE UNE GRENADE POUR LA LANCER AVANT LA PENETRATION

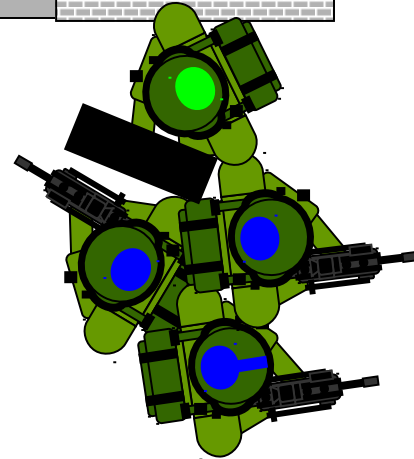
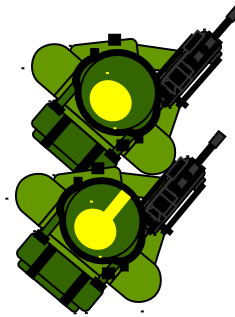
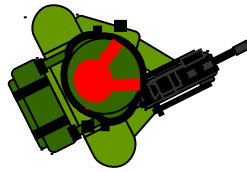
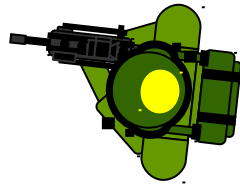
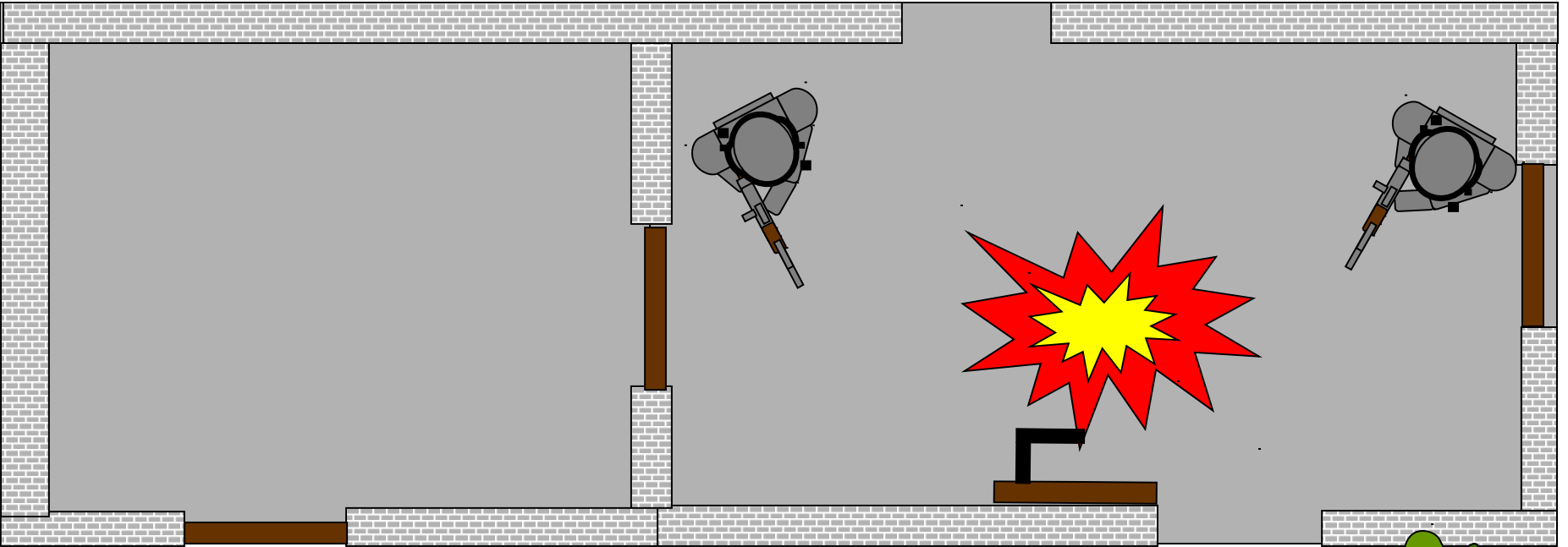
# PENETRER



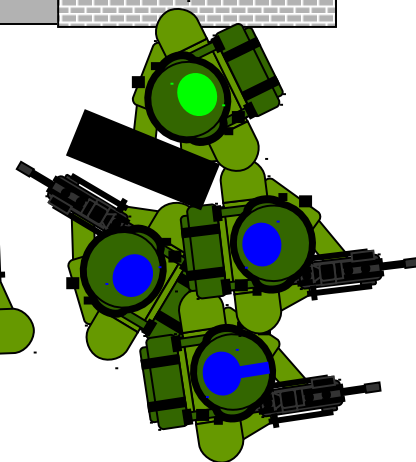
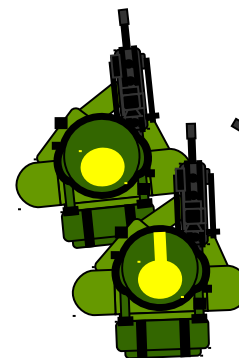
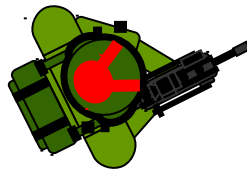
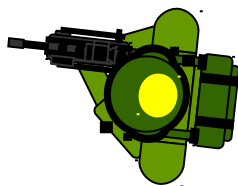
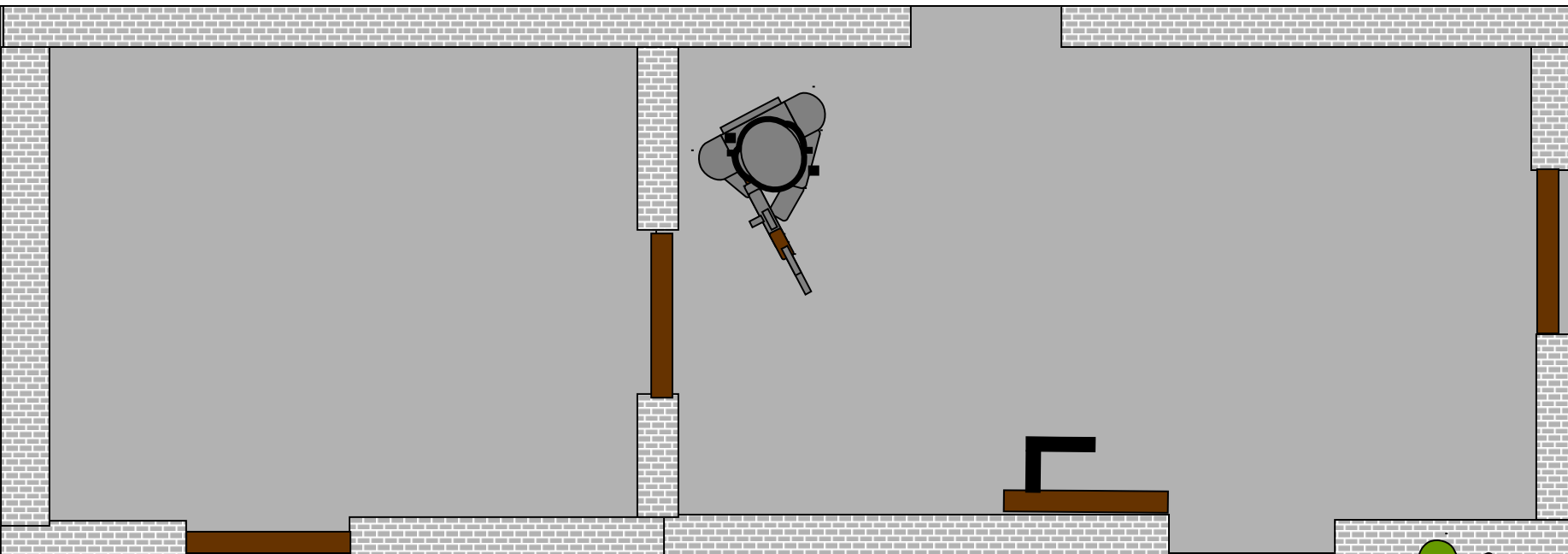
# PENETRER



# PENETRER

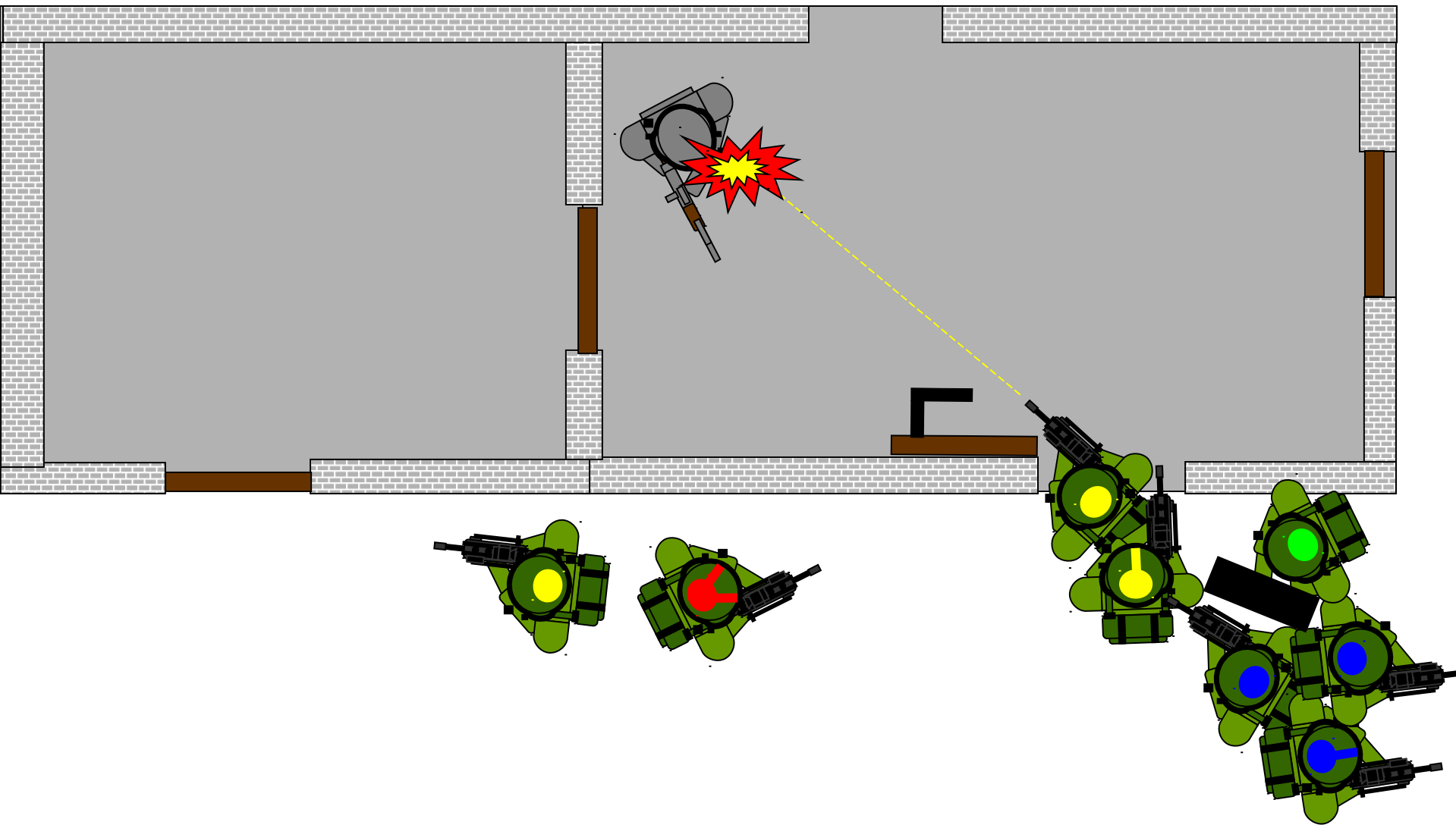


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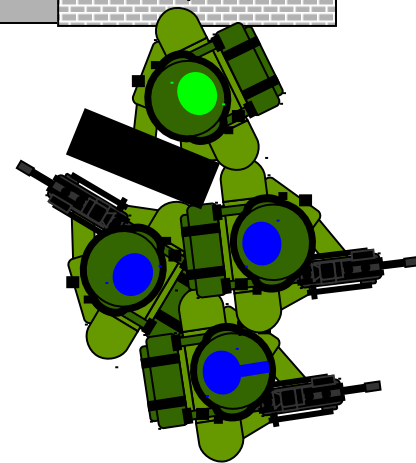
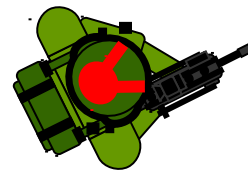
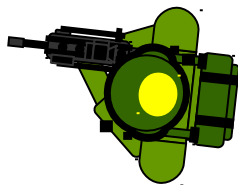
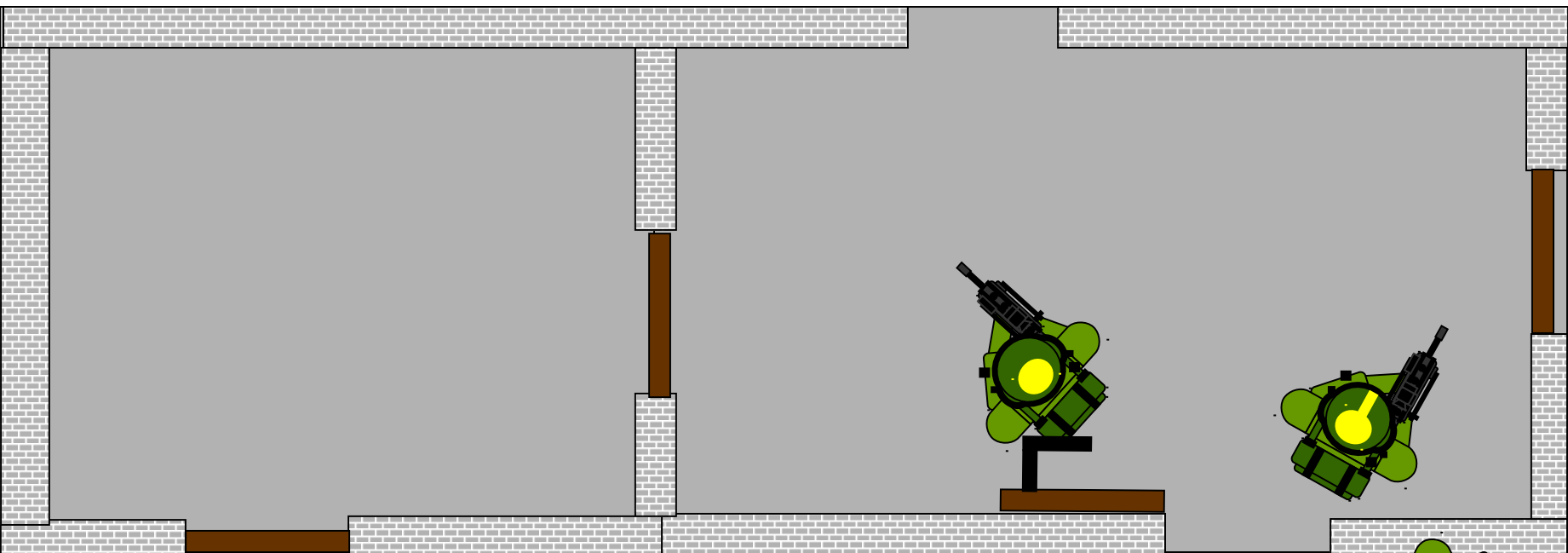




# PENETRER

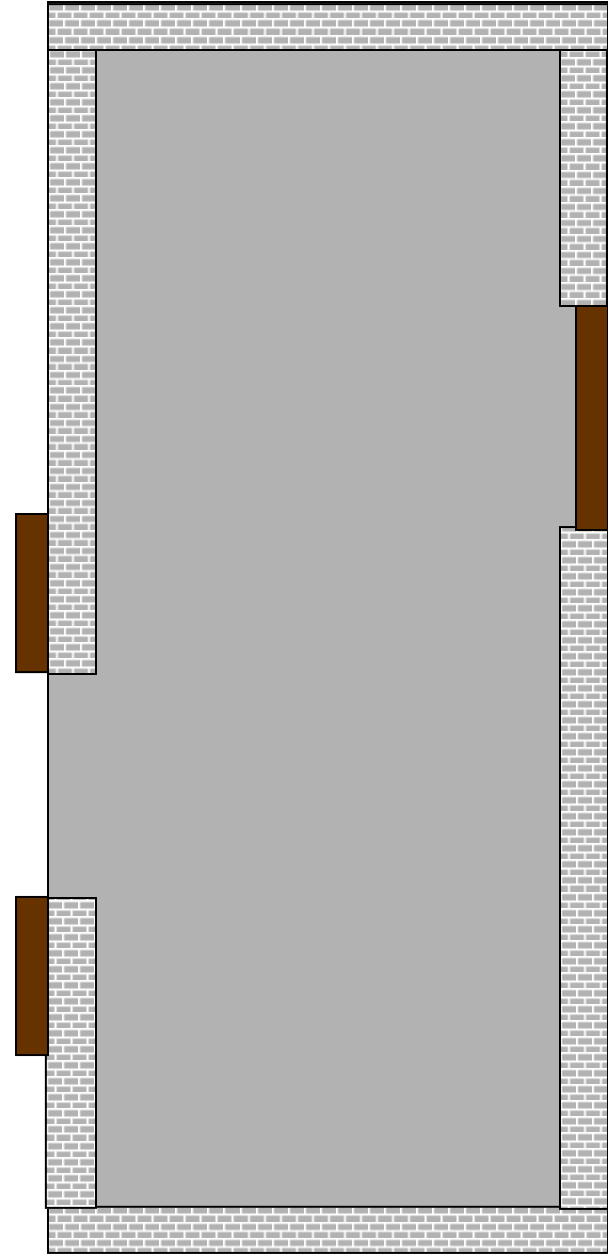
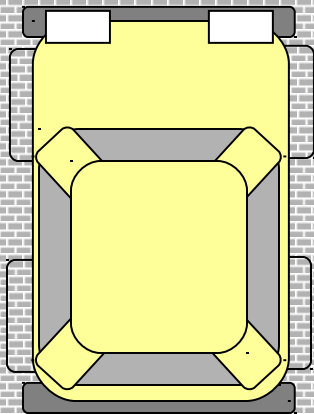
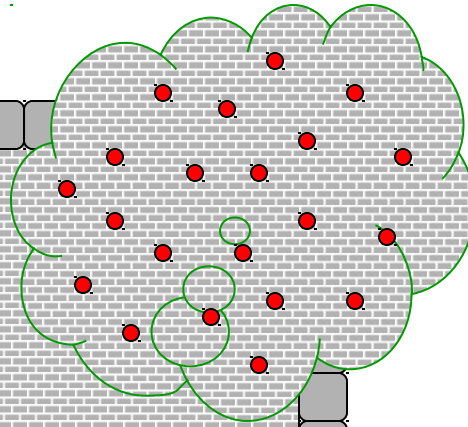
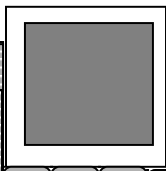
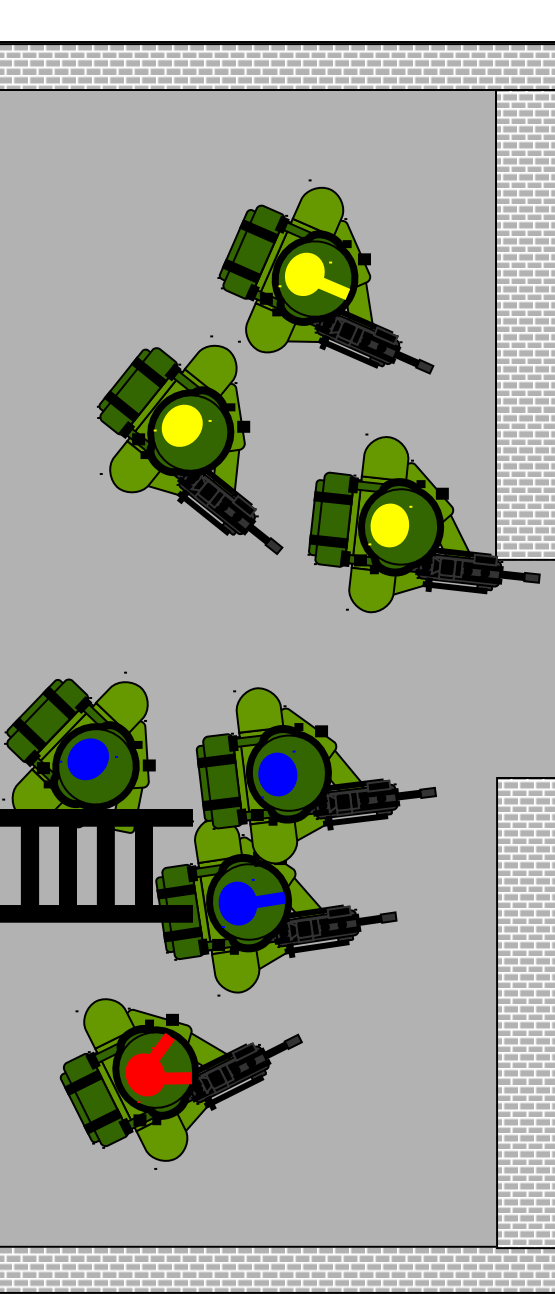


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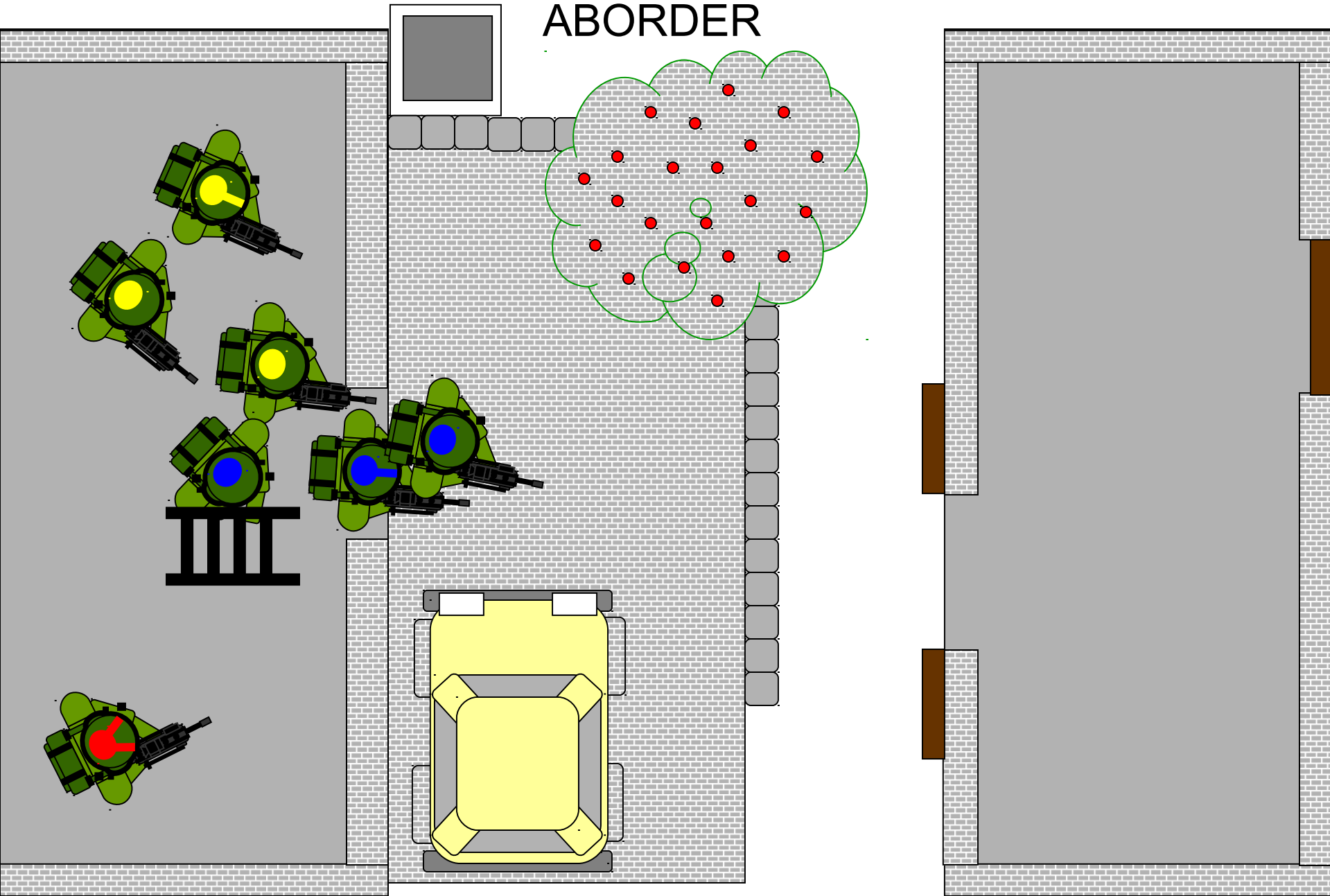


**FRANCHISSEMENT**  
**UTILISATION DE L'ECHELLE**

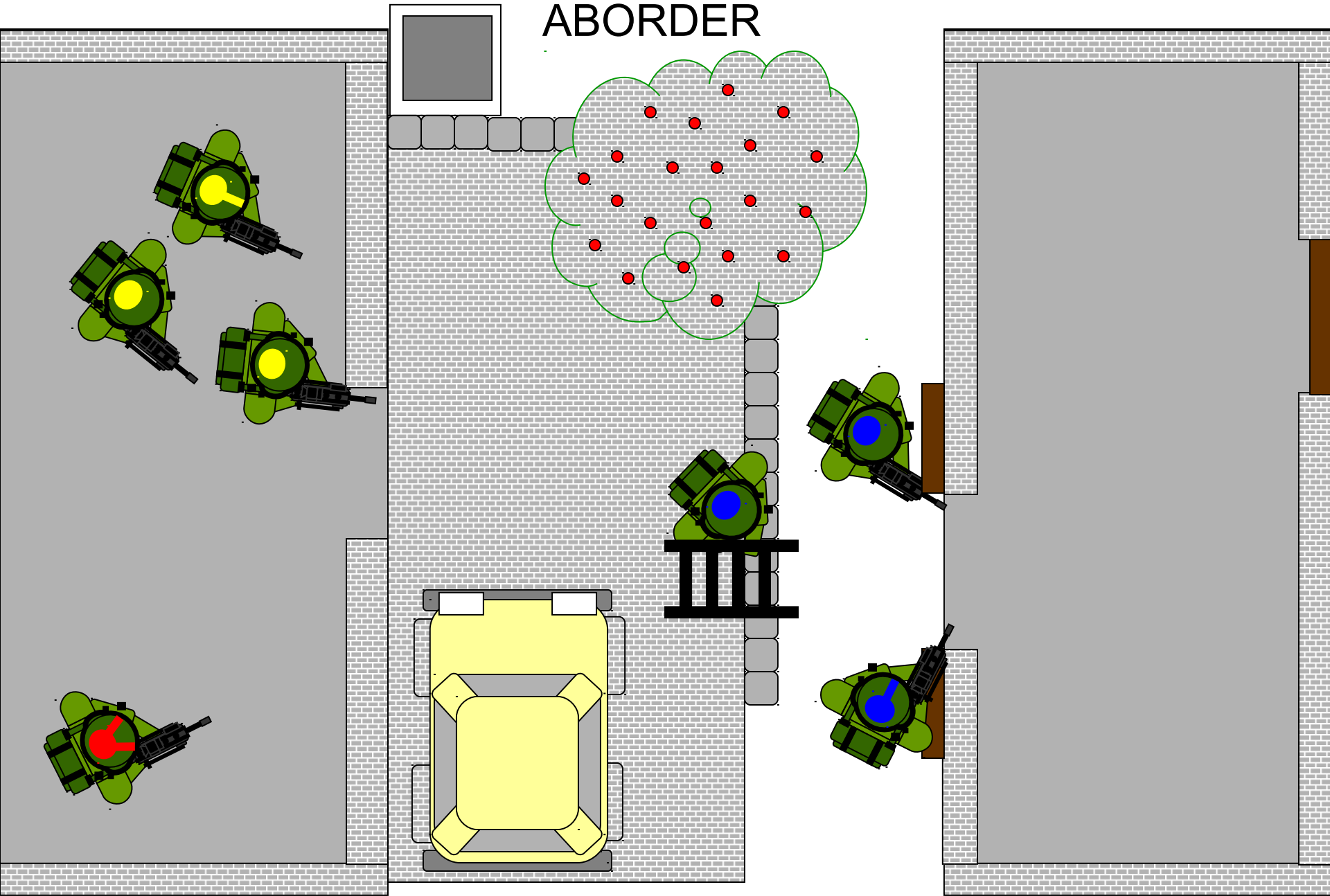
# PREPARER



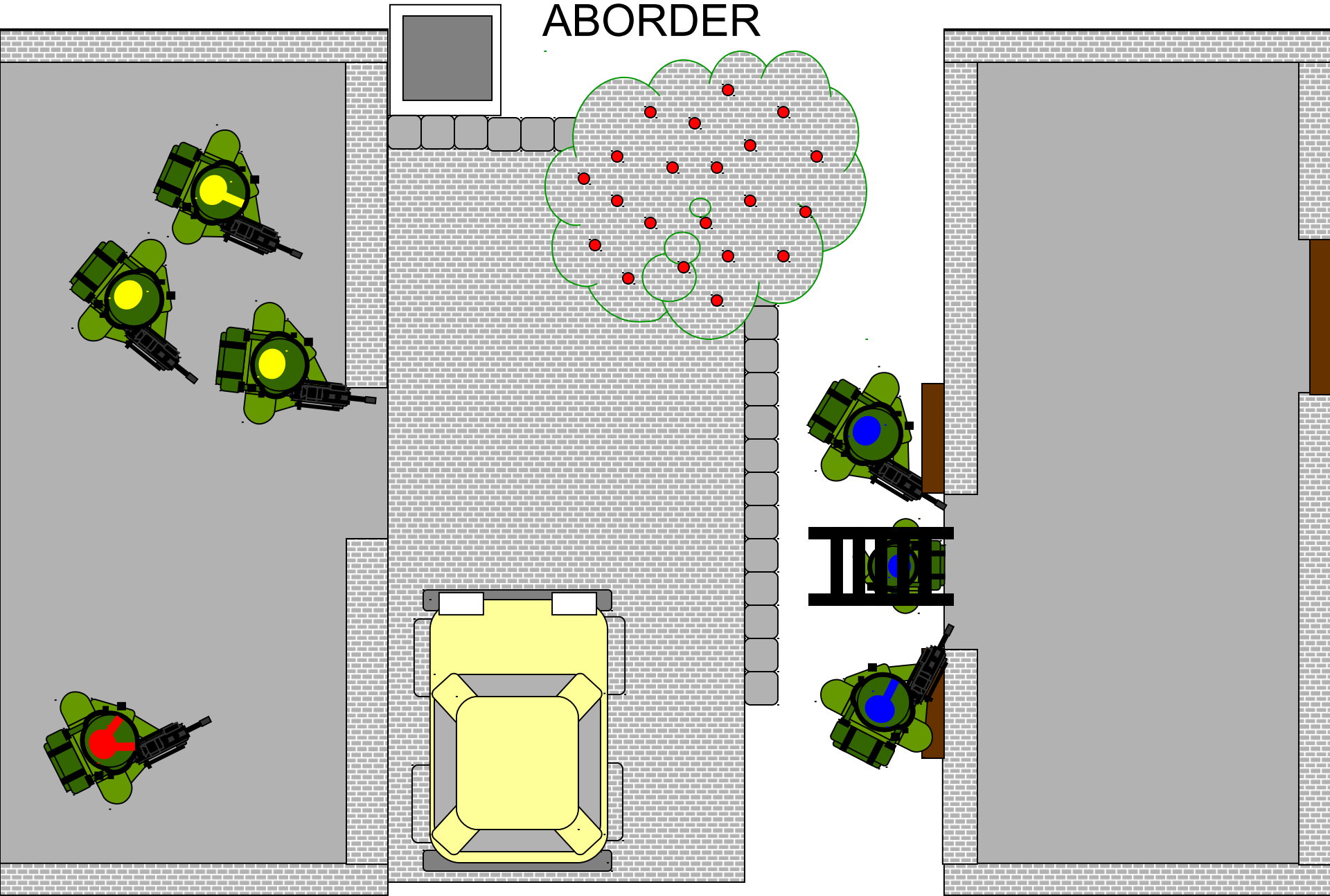
ABORDER



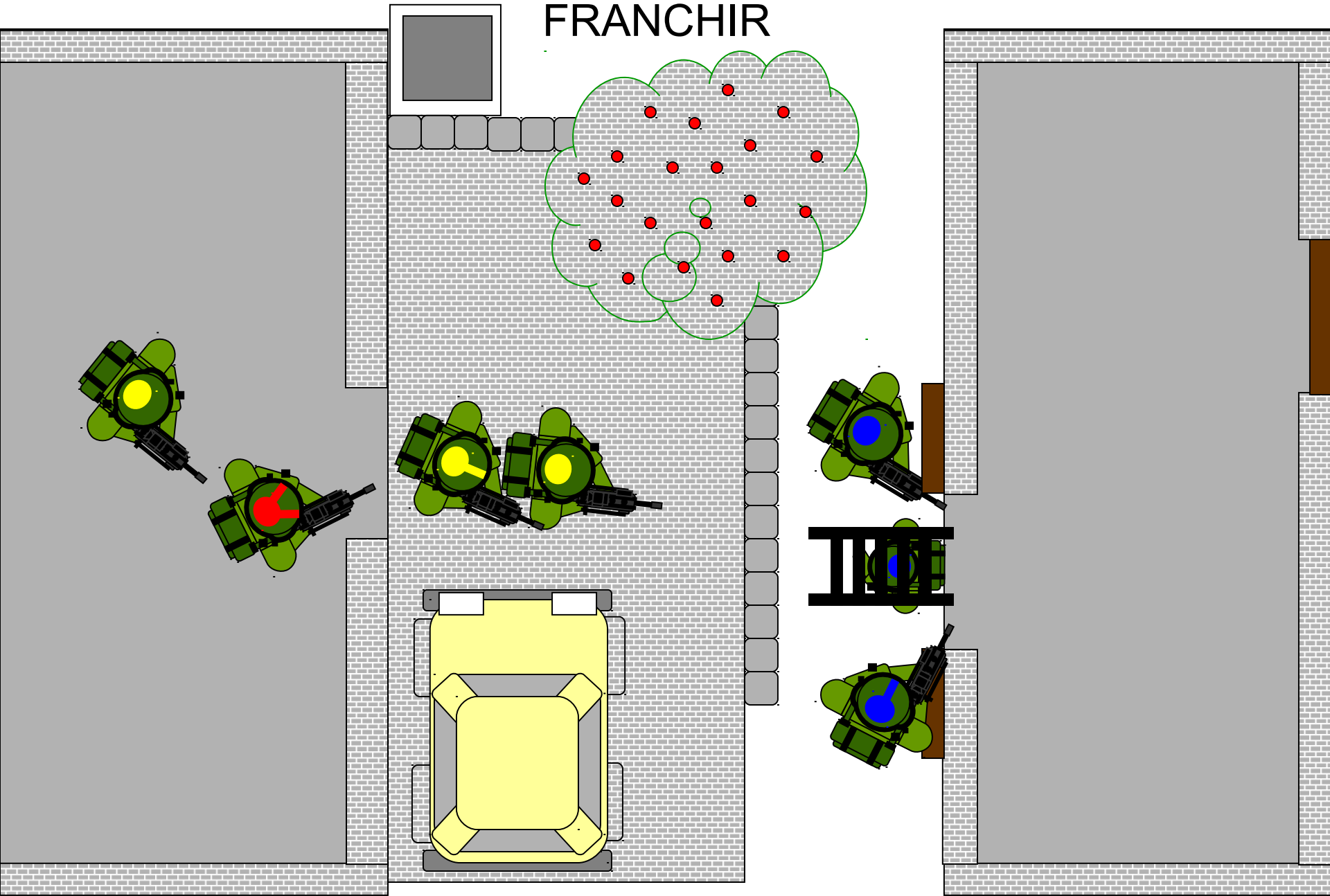
ABORDER



ABORDER

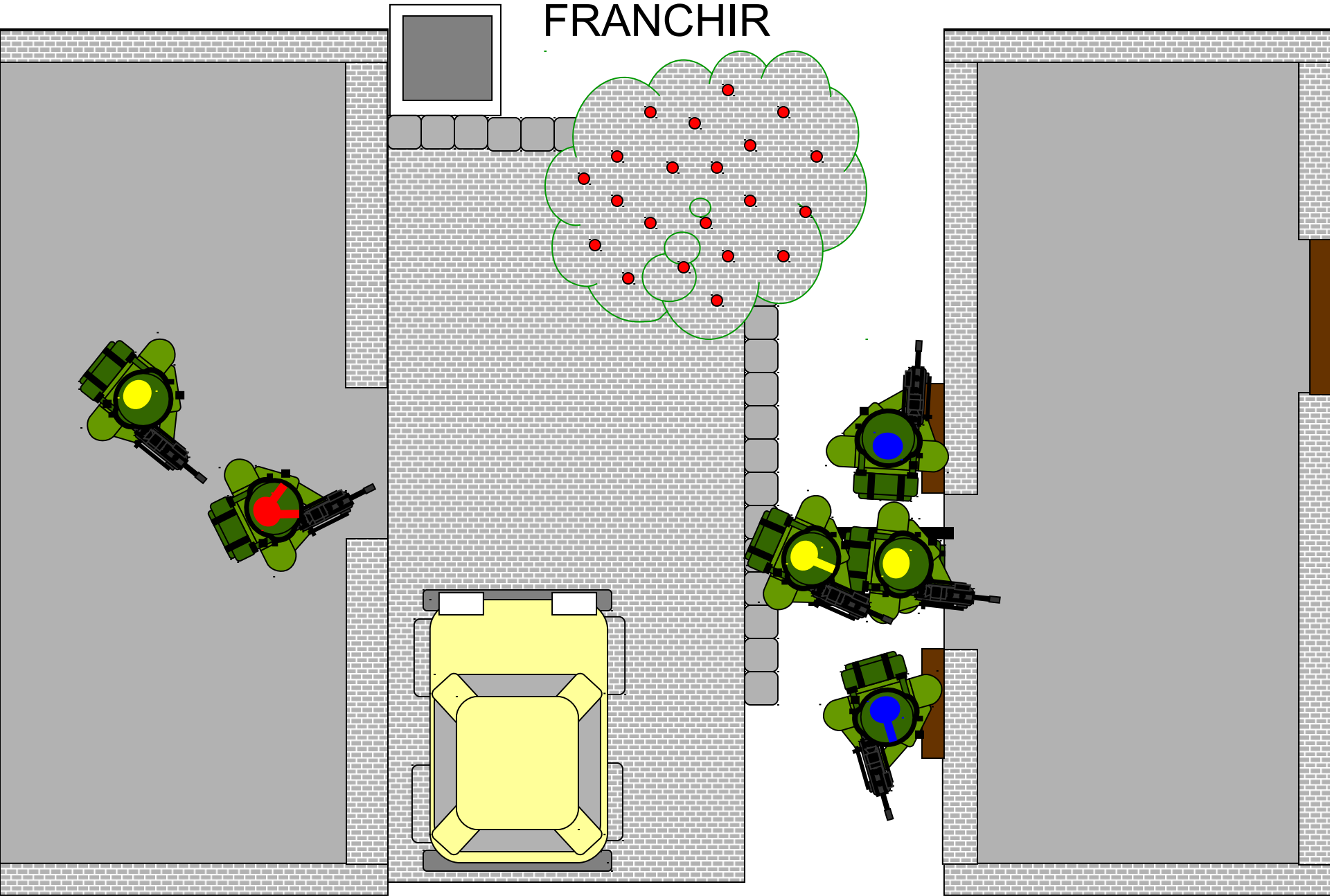


# FRANCHIR





# FRANCHIR



PENETRER

