

GOAL 5 - PAY ATTENTION TO DETAIL

MISTAKE

LOCATION - US Weapons Range (**image: AT4.png**)

CHARACTERS - DS, PLT, MC, N

PERSPECTIVE - First-person view

FIRST SCENE - Drill Sergeant, in BDUs with DS hat, standing and giving introduction (should be standing next to a poster/board about the M136 rocket launcher).

DS(F1) - "Listen up! On this range you will be firing the M136 antitank rocket launcher, commonly known as the AT4. You have already been familiarized with the practice version of this weapon. You will fire the simulator version on this live-fire range, which uses specially-made 9mm tracer bullets. These bullets will kill someone just as easily from the simulator as they will from a pistol. There will be no casualties on my range - UNDERSTAND?"

PLT(F1) - "YES, DRILL SERGEANT!"

MC(F1) - (SOLQ) "I am never going to need to use that. If I ever see a tank, I'm sure not going to stick my head up to fire that thing at it anyway! I'll just fire this simulator real quick and get this over with. Maybe I can finish early and go take a quick nap in the latrine."

SECOND SCENE – MC is off-camera to DS' front (on firing line). DS, in BDUs with DS hat, standing behind firing line. View is from front (downrange) with only DS in view.

DS(F2) - "Ready to fire?"

MC(F2) - "Yes, Drill Sergeant."

DS(F3) - "You're locked and loaded."

MC(F3) - "Backblast area, ALL CLEAR!" (MC attempts to fire M136 - it fails to fire with a click)

DS(F4) - "Try it again, private!"

MC(F3) - "Backblast area, ALL CLEAR!" (MC attempts to fire M136 - it again fails to fire)

QUIP(F1): "How about 'brain all clear'"?

DS(F5) - "Haven't you been paying attention private? You have to take off the safety catches before it will fire! Set that down and go back to the assembly area for remedial training. It's going to be a long day for you if you keep this up!"

N(F1) - "It's easy to overlook the obvious when you're not sure what you're doing. It's always a good idea not to do so when your life may be at stake. Imagine what would have happened if you were trying to shoot an enemy tank!"

Audio Files:

Goal5_DS_AA_F1.mp3
Goal5_DS_AB_F1.mp3
Goal5_PLT_F1.mp3
Goal5_MC_AA_F1.mp3
Goal5_MC_AB_F1.mp3
Goal5_MC_AC_F1.mp3
Goal5_MC_AD_F1.mp3
Goal5_DS_AA_F2.mp3
Goal5_DS_AB_F2.mp3
Goal5_MC_AA_F2.mp3
Goal5_MC_AB_F2.mp3
Goal5_MC_AC_F2.mp3
Goal5_MC_AD_F2.mp3
Goal5_DS_AA_F3.mp3
Goal5_DS_AB_F3.mp3
Goal5_MC_AA_F3.mp3
Goal5_MC_AB_F3.mp3
Goal5_MC_AC_F3.mp3
Goal5_MC_AD_F3.mp3
Goal5_DS_AA_F4.mp3
Goal5_DS_AB_F4.mp3
Goal5_Quip_F1.mp3
Goal5_DS_AA_F5.mp3
Goal5_DS_AB_F5.mp3
Goal5_N_F1.mp3

GOAL 5 - PAY ATTENTION TO DETAIL

CRIME

LOCATION - US Weapons Range

CHARACTERS - DS, MC, N

PERSPECTIVE - First-person view

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PLT(F1) - “YES, DRILL SERGEANT!”

MC(F1) - (SOLQ) “I am never going to need to use that. If I ever see a tank, I’m sure not going to stick my head up to fire that thing at it anyway! I’ll just fire this simulator real quick and get this over with. Maybe I can finish early and go take a quick nap in the latrine.”

SECOND SCENE – MC is off-camera to DS’ front (on firing line). DS, in BDUs with DS hat, standing behind firing line. View is from front (downrange) with only DS in view.

DS(F2) - “Ready to fire?”

MC(F2) - “Yes, Drill Sergeant.”

DS(F3) - “You’re locked and loaded.”

MC(F3) - “Backblast area, ALL CLEAR!” (MC attempts to fire M136 - it fails to fire with a click)

DS(F4) - “Try it again, private!”

MC(F3) - DS(F3) - “You’re locked and loaded.”

MC(F3) - “Backblast area, ALL CLEAR!”

DS(F6) – “WATCH WHERE YOU’RE POINTING THAT!!!”

SE(F1) Sound Effect – firing bullet and ricochet.

QUIP(F2): “Now you’ve done it! I hope you didn’t graze the Drill Sergeant’s highly-polished boot, or you’ll really be in trouble!”

DS(F7) - (Screaming at MC) “CEASE FIRE! CEASE FIRE! PUT THAT DOWN AND GET OFF MY RANGE! YOU COULD HAVE KILLED SOMEBODY WITH THAT!”
(pause then F8) “Now, wait for me at the base of the tower. You and I are going to see the commander about this, and I will guarantee you will not be happy when he’s through with you. I bet you’ll pay more attention to his punishment than you did to my class on the M136! Now GET OUT OF HERE!”

N(F2) - “Details are just that - details. They exist for a reason. Not to make your life miserable, but sometimes to preserve your life and the lives of others.”

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Goal5_MC_AB_F1.mp3
Goal5_MC_AC_F1.mp3
Goal5_MC_AD_F1.mp3
Goal5_DS_AA_F2.mp3
Goal5_DS_AB_F2.mp3
Goal5_MC_AA_F2.mp3
Goal5_MC_AB_F2.mp3
Goal5_MC_AC_F2.mp3
Goal5_MC_AD_F2.mp3
Goal5_DS_AA_F3.mp3
Goal5_DS_AB_F3.mp3
Goal5_MC_AA_F3.mp3
Goal5_MC_AB_F3.mp3
Goal5_MC_AC_F3.mp3
Goal5_MC_AD_F3.mp3
Goal5_DS_AA_F6.mp3
Goal5_DS_AB_F6.mp3
Goal5_SE_F1.mp3
Goal5_Quip_F2.mp3
Goal5_DS_AA_F7.mp3
Goal5_DS_AB_F7.mp3
Goal5_DS_AA_F8.mp3
Goal5_DS_AB_F8.mp3

Goal5_N_F2.mp3