

“Break Time” Challenge

Objective:

This is a timed event. The goal of this challenge is to quickly reload your pistol once there is a lull/pause/break in the “fight”, which for the sake of this challenge, is in-between target engagements. Once the competitor is staged and ready at the 10-yard line (pistol loaded and holstered), they will check with the timekeeper and make sure they are ready. Once the timekeeper is set, the competitor will say “standby...GO” and begin the drill from the holster (time starts on GO). The competitor will draw their pistol from the holster and engage the silhouette steel target (pink) with 1 round, then perform an administrative reload and then reengage that same target with only 1 round, then perform another administrative reload and engage the same target again with only 1 round. The time stops once the competitor gets a hit (ding) on their last target. To successfully pass this challenge, the competitor and the challenger(s) must complete the tasks in the allotted time frame.

IMPORTANT: *Administrative Reload Standard; the point of an administrative reload is to retain the magazine from the weapon which still has ammunition in it and place it somewhere on your body/gear (pocket, pouch, etc.) in the event you need it later. DO NOT let the magazine from the weapon fall to the ground like with a combat reload. If the magazine from the weapon falls straight to the ground during the reload process or if more than 1 round is fired from any of the 3 magazines, this challenge has NOT been successfully completed.*

Tasks:

Administrative reloading, hits (dings) on target, and beat the clock

Distance:

Stationary, 10-yard line

Loadout:

3 magazines with 2 live rounds in each magazine (the extra round in each magazine is to prevent the slide from going into slide lock due to an empty magazine). The extra live round can be substituted with a dummy round

Time:

14 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Administrative reloads