

# “Crumbles Mod. 2” Challenge

## Objective:

This is a timed event. The goal of this challenge is to not only be accurate under the pressure of a time crunch, but to add additional stress by rebuilding your firearm and then performing combat reloads. Before starting this challenge at the 30-yard line, the competitor will unload their PCC and show clear. They will then disassemble their PCC into a field strip configuration specific for that particular PCC (upper receiver, lower receiver, bolt, etc.). They will place the parts onto the ground (the use of a mat is optional). The competitor will retain all magazines on their person/gear. Once the competitor is staged and ready, 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 by reassembling their PCC. Once done, they will chamber a round and engage the 8” steel target (blue) and the 8” steel target (orange) with 1 round each. Following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload and engage the 10” steel target (purple) and the 10” steel target (green) with 1 round each. Again, following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload and engage the silhouette steel target (pink) with 2 rounds. 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.

## Tasks:

Properly assembling their PCC, reloading, hits (dings) on target, and beat the clock

## Distance:

Stationary, 30-yard line

## Loadout:

6 rounds total: 3 magazines with 2 live rounds each

## Time:

60 seconds

## Targets:

- 1: 8” steel plate (blue)
- 2: 8” steel plate (orange)
- 3: 10” steel plate (purple)
- 4: 10” steel plate (green)
- 5: Silhouette steel plate (pink)

## Skills Strengthened:

Problem solving and performance under stress