

“Crumbles Mod. 3” 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, work through a malfunction using immediate action (tap, rack, bag and/or reassess) and 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 hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor will re-engage that same target with 1 live round along with the 8” steel target (orange) with 1 live round. 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 hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor will re-engage that same target with 1 live round along with the 10” steel target (green) with 1 live round. 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) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor will re-engage that same target with 2 live 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, immediate action (must tap and rack), reloading, hits (dings) on target, and beat the clock

Distance:

Stationary, 30-yard line

Loadout:

6 live rounds and 3 dummy rounds total: 3 magazines with 2 live rounds and 1 dummy round (filled in that order, live rounds placed in the magazine first, dummy round on top) in each magazine

Time:

70 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, immediate action, and performance under stress