

“Elevator Up Mod. 2” Challenge

Objective:

This is a timed event. The goal of this challenge is to successfully engage targets and perform combat reloads while changing your elevation. Before starting the challenge, the competitor will load their pistol and place it on the ground at the 15-yard line, muzzle down range. They will then get into a prone position. Once the competitor is staged and ready at the 15-yard line (pistol loaded and grounded), 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 (time starts on GO). While prone, the competitor will retrieve their pistol from the ground and engage the 8” steel target (orange) with 2 rounds. The weapon should go into slide lock following that shot, at which point the competitor will perform a combat reload while going into a kneeling position (1 or 2 knees). Once the competitor has reloaded their pistol and from a kneeling position (1 or 2 knees) they will engage the 10” steel target (green) with 2 rounds. The weapon should go into slide lock following that shot, at which point the competitor will perform a combat reload while getting into a standing position. Once the competitor has reloaded their pistol and from a standing position, they will 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:

Reloading while changing elevation, target identification (working the targets in a specific order), hits (dings) on target, and beat the clock

Distance:

Stationary, 15-yard line

Loadout:

3 magazines with 2 live rounds in each magazine

Time:

20 seconds

Targets:

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

Skills Strengthened:

Different points/elevation, target acquisition, and combat reloads

Challenge Type:

“No shit, there I was” – NSTIW Flag Challenge