

“Flip Cone Mod. 3” Challenge

Objective:

This is a timed event (must beat the competitors time). The goal of this challenge is to move from one shooting position to the next while flipping traffic cones, correcting malfunctions, and performing combat reloads. Each shooting position will be marked with 1 upright large orange traffic cone. Starting at the 50-yard line, when the competitor is staged and ready (PCC loaded and slung), they will check with the timekeeper and make sure the timekeeper is ready. Once the timekeeper is set, the competitor will say “standby...GO” and begin the drill (time starts on GO). The competitor will run to the 20-yard line. Once there, the competitor will grab the orange traffic cone and begin flipping it by tossing it into the air (approximately 2 feet above the ground) until it successfully lands back on its base (standing upright again). Once that happens, the competitor will engage the 8” steel target (blue) and hear click (dummy round) and immediately clear the malfunction (tap and rack). Once the malfunction is properly cleared, the competitor will re-engage that same target with 1 round and the 8” steel target (orange) with 1 round. Following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload and run to the 25-yard line. Once there, they will do the same thing with the orange traffic cone at that shooting position. Once the orange traffic cone is again standing upright on its base, they will engage the 10” steel target (purple) and hear click (dummy round) and immediately clear the malfunction (tap and rack). Once the malfunction is properly cleared, the competitor will re-engage that same target with 1 round and the 10” steel target (green) with 1 round. Again, following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload and run to the 30-yard line. Once there, they will do the same thing with the orange traffic cone at that shooting position. Once the orange traffic cone is again standing upright on its base, they will engage the silhouette steel target (pink) and hear click (dummy round) and immediately clear the malfunction (tap and rack). Once the malfunction is properly cleared, the competitor will re-engage that same target with 2 rounds. The time stops once the competitor gets a hit (ding) on their last target. The time standard is set by the competitor who went first in this challenge. For instance, if the initial competitor completed this challenge in 1 minute and 56 seconds, all other challengers must complete this challenge in the same amount of time or less. If any or all challengers beat the competitors time, the initial competitor loses. If any or all challengers do not complete this challenge in the same or less time than the initial competitors time, the person with the higher time loses. To successfully pass this challenge, the competitor and the challenger(s) must complete the tasks in the allotted time frame.

Tasks:

Moving, rotation of traffic cones, correcting malfunctions (must tap and rack), reloading, hit (ding) on each target, and beat the clock

Distance:

Moving, starting at the 50-yard line to the 20-yard line and working back to the 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:

Set by the competitor

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:

Working through self-induced stress, correcting malfunctions, combat reloads, and shot accountability