

“Hurry Up Mod. 2” Challenge

Objective:

This is a timed event. The goal of this challenge is to quickly reload your pistol once it is empty. 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 2 rounds. The weapon should go into slide lock following that shot, at which point the competitor will perform a combat reload and reengage that same target. This will continue until all magazines are complete. 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, hits (dings) on target, and beat the clock

Distance:

Stationary, 10-yard line

Loadout:

3 magazines with 2 live rounds in each magazine

Time:

12 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Combat reloads

Challenge Type:

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