

# “Hurry Up Mod. 3” Challenge

## Objective:

This is a timed event. The goal of this challenge is to quickly reload your PCC once it is empty. Once the competitor is staged and ready at the 30-yard line (PCC loaded and at the low ready position), 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 low ready (time starts on GO). The competitor will engage the silhouette steel target (pink) with 2 rounds. Following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload and reengage that same target with 2 more rounds. 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, 30-yard line

## Loadout:

6 rounds total: 3 magazines with 2 live rounds in each magazine

## Time:

21 seconds

## Targets:

1: Silhouette steel plate (pink)

## Skills Strengthened:

Combat reloads