

“Hurry Up Mod. 6” 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 20-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 8” steel target (blue) and the 8” steel target (orange) with 2 rounds each. 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 the 10” steel target (green) with 2 rounds each. 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) with 4 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:

Target identification (working the targets in a specific order), reloading, hits (dings) on target, and beat the clock

Distance:

Stationary, 20-yard line

Loadout:

12 rounds total: 3 magazines with 4 live rounds in each magazine

Time:

32 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:

Target acquisition, target accountability, and combat reloads

Challenge Type:

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