

“Immediately Screwed” Challenge

Objective:

This is a timed event. The goal of this challenge is to work through a malfunction using immediate action (tap, rack, bang and/or reassess) with a magazine filled with 1 live round and 1 dummy round (filled in that order). 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 8” steel target (orange) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor engages their target with 1 round (live round). The weapon should go into slide lock at which point the competitor will perform a combat reload and engage the 10” steel target (green) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor engages their target with 1 round (live round). The weapon should go into slide lock at which point the competitor will perform a combat reload and engage the silhouette steel target (pink) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor engages their target with 1 round (live round). 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:

Immediate action, reload, hit (ding) on each target, and beat the clock

Distance:

Stationary, 10-yard line

Loadout:

3 magazines with 1 live round and 1 dummy round (filled in that order, live round placed in the magazine first, dummy round ontop) in each magazine

Time:

18 seconds

Targets:

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

Skills Strengthened:

Problem solving, immediate action, and combat reloads