

“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 2 live rounds and 1 dummy round (filled in that order). Once the competitor is staged and ready at the 15-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) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor will re-engage that same target with 2 live rounds. 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) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor will re-engage that same target with 2 live rounds. Again, 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) and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor will re-engage that same target with 2 live 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:

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

Distance:

Stationary, 15-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:

25 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Problem solving, immediate action, and combat reloads