

“Oh! A Piece of Candy!” Challenge

Objective:

This is a timed event. The goal of this challenge is meant to focus on improving the challenger’s ability to favorably react to rapidly changing locations/tasks while under the threat of a time limit. Before starting this challenge, the competitor places a magazine and two loose rounds on the ground at the 20-yards line, 25-yards line, and 30-yard line. When the competitor is staged and ready at the 30-yard line (PCC unloaded and slung), the competitor will check with the timekeeper and make sure the timekeeper is ready. Once the timekeeper is set, the competitor will say “standby...GO” and begin the drill (time starts on GO). The competitor fills the magazine with the 2 loose rounds, loads and engages 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 move to the 25-yard line, fill the magazine with 2 loose rounds, load and engage the 10” steel target (green) and the 10” steel target (purple) with 1 round each. Again, following the second shot, the bolt should lock to the rear at which point the competitor will move to the 20-yard line, fill the magazine with 2 loose rounds, load and engage the 8” steel target (orange) and the 8” steel target (blue) with 1 round each. 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, hit (ding) on each target, and beat the clock

Distance:

Moving, starting at the 30-yard line to the 25-yard line and working to the 20-yard line

Loadout:

6 round total: 3 magazines with 2 live rounds near each magazine

Time:

80 seconds

Targets:

- 1: Silhouette steel plate (pink)
- 2: 10” steel plate (green)
- 3: 10” steel plate (purple)
- 4: 8” steel plate (orange)
- 5: 8” steel plate (blue)

Skills Strengthened:

Weapon manipulation, reloading, stress management, and target accountability