

“Spin” Challenge

Objective:

This is a timed event. The goal of this challenge is to introduce an extra step to the process of acquiring and hitting a target. The competitor begins the challenge by facing away from the targets, hands up in a passive “I’m no threat” posture. 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 the timekeeper is 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 spin either left or right, face down range, draw their pistol from the holster and engage the silhouette steel target (pink) with 1 round. The timekeeper will call out the time from “GO” to “ding”. The competitor will holster and turn around, back towards the targets, hands up in a passive “I’m no threat” posture. 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 do the drill again from the holster (time starts on GO). The competitor will spin the opposite direction as the first time, face down range, draw their pistol from the holster and engage the silhouette steel target (pink) with 1 round. The timekeeper will call out the time from “GO” to “ding”. Again, the competitor will holster and turn around, back towards the targets, hands up in a passive “I’m no threat” posture. 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 do the drill for a third time from the holster (time starts on GO). The competitor will spin the same direction as the first time, face down range, draw their pistol from the holster and engage the silhouette steel target (pink) with 1 round. The timekeeper will call out the time from “GO” to “ding”. To successfully pass this challenge, the competitor and the challenger(s) must complete the tasks in the allotted time frame.

Tasks:

Shot accountability, hit (ding) on each target, correct spin direction, and beat the clock

Distance:

Stationary, 10-yard line

Loadout:

1 magazine with 3 live rounds

Time:

3 seconds per iteration

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Rapid sight acquisition, accuracy while under pressure, and shot placement