

# “The Ol’ Switcheroo-whoop” Challenge

## Objective:

This is a timed event. The goal of this challenge is to overcome the effects of randomly selecting a magazine that is filled with an unknown amount of live and/or dummy rounds. Being comfortable with the uncomfortable and the unknown. Before starting the challenge another individual (anyone other than the competitor) will set up 3 magazines as follows: 1 magazine with 3 live rounds, 1 magazine with 2 live rounds and 1 dummy round (fill magazine in that order, live rounds first, dummy round last), and 1 magazine with 1 live round, 1 dummy round, and then 1 live round (fill magazine in that order). Once those magazines are set up, they will go into a hat (or similar object), shaken around and the competitor will grab 1 magazine, quickly placing it in their magazine pouch/holder. Once the competitor is staged and ready at the 20-yard line (pistol unloaded 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 do 50 jumping jacks then draw their pistol, load that 1 magazine they grabbed from the hat (or similar object) into their pistol and engage the silhouette steel target (pink) with however many rounds are in that magazine, along with correcting any malfunctions that occur (if applicable). The time stops once the competitor gets a hit (ding) on their last target. Once the competitor is finished, the loadout of the 2 remaining magazines will be checked to ensure the competitor successfully competed the requirements of the magazine specific to them. To successfully pass this challenge, the competitor and the challenger(s) must complete the tasks in the allotted time frame.

## Tasks:

Reloading, correcting a malfunction (if applicable), hits (dings) on target, and beat the clock

## Distance:

Stationary, 20-yard line

## Loadout:

1 magazine with 3 live rounds, 1 magazine with 2 live rounds and 1 dummy round (fill magazine in that order, live rounds first, dummy round last), 1 magazine with 1 live round, 1 dummy round, and 1 live round (fill magazine in that order)

## Time:

60 seconds

## Targets:

1: Silhouette steel plate (pink)

## Skills Strengthened:

Combat reloads and immediate action (depending on the magazine used)