

“The Stranger” Challenge

Objective:

This challenge is used if there are multiple PCC's available for use. This is a timed event. The goal of this challenge is to accurately use all available PCCs to complete this challenge. Before starting the challenge, place a table/bench at the 15-yard line, then place all PCCs (unloaded, bolt locked to the rear, on safe and facing downrange), along with 1 magazine filled with 1 live round for each PCC on the table/bench. Once the competitor is staged and ready at the 15-yard line 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 table/bench (time starts on GO). The competitor will retrieve any PCC, load it with the correct magazine and engage the silhouette steel target (pink) with 1 round. Following that shot, the competitor will unload and clear, then place that PCC on the table in the same configuration they found it in, then retrieve another PCC and again engage the silhouette steel target (pink) with 1 round. This will continue until each PCC and the corresponding magazine has been used. The competitor can use any PCC in any order as long as each PCC is used once and the silhouette steel target (pink) is engaged/hit once with each PCC. 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:

Initial loading, unloading, hits (dings) on target, and beat the clock

Distance:

Stationary, 15-yard line

Loadout:

5 rounds total: 5 magazines with 1 live round in each magazine

Time:

60 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Problem solving, firearm manipulation, and multiple target engagement