

“The Stranger” Challenge

Objective:

This is a timed event. The goal of this challenge is to accurately use another individual’s pistol to complete this challenge while perform combat reloads once it is empty. Before starting the challenge, place a table/bench at the 10-yard line. The competitor will then select another challenger’s pistol (preferably different make/model) to use. The competitor will load that pistol with 1 magazine, then place it on the table/bench, muzzle pointed down range. The competitor will place the 2 extra magazine (each filled with 1 round only) on the table/bench. Once the competitor is staged and ready at the 10-yard line (pistol loaded and on the table/bench), 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 pick up the pistol and engage the silhouette steel target (pink) with 1 round. The weapon should go into slide lock following that shot, at which point the competitor will perform a combat reload and reengage that same target. This will continue until all magazines are complete. 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:

Reloading, hits (dings) on target, and beat the clock

Distance:

Stationary, 10-yard line

Loadout:

3 magazines with 1 live round in each magazine

Time:

15 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Combat reloads and sight picture/sight alignment