

“The Stranger Mod. 3” 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 while correcting a malfunction 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 and 1 dummy round (in that order) 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 a PCC, load it with the correct magazine and engage the silhouette steel target (pink). They will hear a click (dummy round) and immediately clear the malfunction (tap/rack). Once the malfunction is properly cleared, the competitor engages the same target with 1 round (live 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) and do the same corrective action as before. This will continue until each PCC and the corresponding magazine has been used, each malfunction has been cleared and each target has been engaged/hit. 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, immediate action (tap/rack), unloading, hits (dings) on target, and beat the clock

Distance:

Stationary, 15-yard line

Loadout:

5 live rounds and 5 dummy rounds total: 5 magazines filled with 1 live round and 1 dummy round (in that order, dummy round being the top round/first round chambered) in each magazine

Time:

80 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Problem solving, immediate action, firearm manipulation, and multiple target engagement