

“Toss” Challenge

Objective:

This is a timed event. The goal of this challenge is to introduce an amount of uncertainty into what is normally a highly regimented process (reloading). The competitor (shooter) stands at the 20-yard line, firearm holstered with no magazine inserted, slide locked to the rear. The timekeeper (also at the 20-yard line) fills the competitor’s magazine with 1 live round. The timekeeper stands on the offhand side of the competitor, at a distance of 1 arm span plus 2 feet. The timekeeper has the magazine in their strong hand. The timekeeper asks if the competitor (shooter) is ready. Once the competitor is set, the timekeeper will say “standby...GO” (time starts on GO) and underhand tosses the magazine so that the magazine crosses in front of the shooter at abdomen level. The magazine is thrown with no spin and as consistent as possible. The competitor grabs the magazine out of the air, loads the magazine into their pistol, chambers a round and engages the silhouette steel target (pink) with 1 round. 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:

Catch a thrown magazine, properly load the pistol, hit (ding) on target, and beat the clock

Distance:

Stationary, 20-yard line

Loadout:

1 magazine with 1 live round

Time:

Set by first competitor

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Motor reflexes, loading, stress management, and target accountability

Challenge Type:

“No shit, there I was” – NSTIW Flag Challenge