

# “Toss” Challenge

## Objective:

This is a timed event (must beat the competitors time). 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 30-yard line, PCC empty (no magazine inserted) and the bolt locked to the rear. The timekeeper (also at the 30-yard line) fills the competitor’s magazine with 6 live rounds. The timekeeper stands on the offhand side of the competitor approximately 2 yards (6 feet) way. 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 PCC, chambers a round and engages the silhouette steel target (pink) with 6 rounds. 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 PCC, hit (ding) on target, and beat the clock

## Distance:

Stationary, 30-yard line

## Loadout:

6 rounds total: 1 magazine with 6 live rounds

## Time:

Set by the competitor

## Targets:

1: Silhouette steel plate (pink)

## Skills Strengthened:

Motor reflexes, loading, stress management, and target accountability