

“Walking Dead Mod. 2” Challenge

Objective:

This is a timed event. The goal of this challenge is to successfully engage targets while moving and conducting combat reloads between shots. When the competitor is staged and ready at the 25-yard line (pistol loaded and holstered), they will check with the timekeeper and make sure the timekeeper is ready. Once the timekeeper is set, the competitor will say “standby...GO” and begin the drill from the holster (time starts on GO). The competitor will draw their pistol from the holster and begin walking towards the 10-yard line. While the competitor is walking, they will engage the silhouette steel target (pink) with 1 round at their own pace three separate times while moving towards the 10-yard line. After the first and second shots, the competitor’s weapon should go into slide lock, at which point the competitor will perform a combat reload and reengage that same target. This will continue until all magazines are complete. These three engagements, along with combat reloads can happen anywhere between the 25-yard line and the 10-yard line (first shot must break before the 15-yard line), but the competitor must stop walking once they reach the 10-yard line (they cannot shoot more than 1 round from the 10-yard line). 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:

Moving, reloading, hit (ding) on each target, and beat the clock

Distance:

Moving, starting at the 25-yard line and moving to the 10-yard line

Loadout:

3 magazines with 1 live round in each magazine

Time:

28 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

Shooting while moving, accuracy while under pressure, combat reloads, and safe movement on range