

“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 30-yard line (PCC loaded and at the low ready position), 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 low ready (time starts on GO). The competitor will bring their PCC to the on-gun/high ready position and begin walking towards the 15-yard line. While the competitor is walking, they will engage the silhouette steel target (pink) with 1 round at their own pace six separate times while moving towards the 15-yard line. After the first two shots the competitor’s bolt should lock to the rear, at which point the competitor will perform a combat reload and reengage that same target. This will continue until all magazines are complete. These six engagements, along with combat reloads can happen anywhere between the 30-yard line and the 15-yard line (first shot must break before the 25-yard line), but the competitor must stop walking once they reach the 15-yard line (they cannot shoot more than 1 round from the 15-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 30-yard line and moving to the 15-yard line

Loadout:

6 round total: 3 magazines with 2 live rounds in each magazine

Time:

25 seconds

Targets:

1: Silhouette steel plate (pink)

Skills Strengthened:

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