

“Elevator Down Mod. 3” Challenge

Objective:

This is a timed event. The goal of this challenge is to successfully engage targets while performing combat reloads, correcting malfunctions, and changing your elevation. Once the competitor is staged and ready at the 20-yard line (PCC loaded and low ready position), 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 low ready (time starts on GO). While standing, the competitor will engage the 8” steel target (blue) and hear click (dummy round) and immediately clear the malfunction (tap and rack). Once the malfunction is properly cleared, the competitor will re-engage that same target with 1 round and the 8” steel target (orange) with 1 round. Following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload while going into a kneeling position (1 or 2 knees). Once the competitor has reloaded their PCC and from a kneeling position (1 or 2 knees) they will engage the 10” steel target (purple) and hear click (dummy round) and immediately clear the malfunction (must tap and rack). Once the malfunction is properly cleared, the competitor will re-engage that same target with 1 round and the 10” steel target (green) with 1 round. Again, following the second shot, the bolt should lock to the rear at which point the competitor will perform a combat reload while getting into a prone position. Once the competitor has reloaded their PCC and from a prone position, they will engage the silhouette steel target (pink) and hear click (dummy round) and immediately clear the malfunction (must tap and rack). Once the malfunction is properly cleared, the competitor will re-engage that same target with 2 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:

Correcting malfunctions (must tap and rack), reloading while changing elevation, target identification (working the targets in a specific order), hits (dings) on target, and beat the clock

Distance:

Stationary, 20-yard line

Loadout:

6 live rounds and 3 dummy rounds total: 3 magazines with 2 live rounds and 1 dummy round (filled in that order, live rounds placed in the magazine first, dummy round on top) in each magazine

Time:

32 seconds

Targets:

- 1: 8” steel plate (blue)
- 2: 8” steel plate (orange)
- 3: 10” steel plate (purple)
- 4: 10” steel plate (green)
- 5: Silhouette steel plate (pink)

Skills Strengthened:

Different points/elevation, target acquisition, correcting malfunctions, and combat reloads