

# “Immediately Screwed Mod. 3” Challenge

## Objective:

This is a timed event. The goal of this challenge is to work through a malfunction using immediate action (tap, rack, band and/or reassess) with a magazine filled with 1 live round and 1 dummy round (filled in that order). Once the competitor is staged and ready at the 10-yard line (pistol loaded and holstered), 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 holster (time starts on GO). The competitor will draw their pistol from the holster and engage the silhouette steel target (pink) with 1 round and hear click (dummy round) and immediately clear the malfunction (tap, rack, bang). Once the malfunction is properly cleared, the competitor reengages their target with 1 round (live round). The weapon should go into slide lock at which point the competitor will perform a combat reload and engage the silhouette steel target (pink) again. This will continue until all malfunctions are corrected and all magazines are complete. 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:

Immediate action, reload, hit (ding) on each target, and beat the clock

## Distance:

Stationary, 10-yard line

## Loadout:

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

## Time:

13 seconds

## Targets:

1: Silhouette steel plate (pink)

## Skills Strengthened:

Problem solving, immediate action, and combat reloads