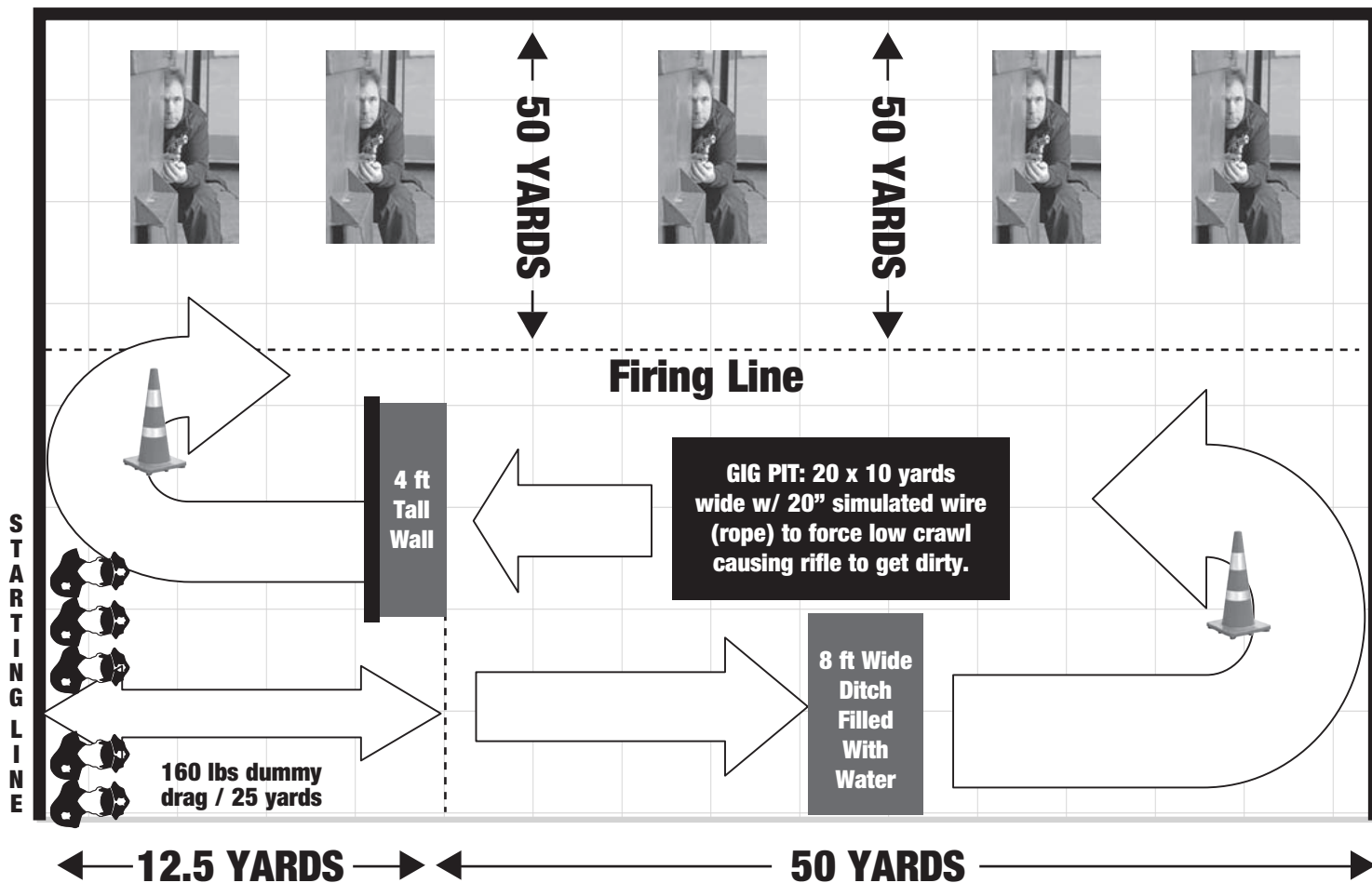




GIG PIT - MALFUNCTION

Sponsored by: Sabre Defense & Black Hills

Prizes: Iron: Case of 556 Black Hills Ammo / Non-Mag: Case of 556 Black Hills Ammo / Mag: Case of 40 Cal from Michigan Ammo Co



Relevancy: The patrol rifle armed LEO must be able to deliver accurate and rapid fire after physically negotiating obstacles. The officer's ability to deliver accurate rifle fire rests not only in their ability to apply the fundamentals of marksmanship while under physical and mental stress, but also their weapon system's ability to endure the rigors of being bumped, knocked around, and soiled. Your life, and most certainly innocent lives cannot be gambled in the hope that your patrol rifle and its accessories will hold zero after being bounced around in a scout car or while you are physically carrying the weapon to confront criminals.

Objective: Clear malfunctions and place accurate rifle fire on target under physical and mental stress after your weapon and its sighting system(s) have been jolted and dirtied during a combat obstacle course.

Time: 3:00 - In this evolution the more time you take the more points are deducted from your total score. One point will be deducted for every second it takes you to complete the course.

Rounds: 30 (rifle) Load: 2 magazines with 15 rounds each. Insert one dummy round at the midway point of each magazine. Reload as appropriate.

Target: CMI-24

Safety: Competitors and safety officers must make sure that rifles are only loaded on the firing line, and that once loaded, muzzles remain pointed down range and below the back stop. **RANGE OFFICERS WILL ENSURE THAT PRIOR TO COMPETITORS ACTUALLY RUNNING THE COURSE THAT THEIR HANDGUNS ARE CLEARED, MADE SAFE, AND SECURED IN THE COMPETITORS HOLSTER.**

SPECIAL SAFETY NOTES:

1. Competitors may bypass any or all obstacles if they choose. Each bypassed obstacle will result in a 100 point penalty.
2. Competitors may not use any tools to cut themselves free should they become stuck in the gig pit. They can request help from safety officers who will free them and a 100 point penalty will be assessed.
3. Competitors may not push or otherwise pull any other competitor in any manner to get them out of the way. If this occurs said competitor will be assessed a 100 point penalty and may be ejected from the competition.

Start: Each competitor's rifle will not have any ammo in the chamber and have no magazine inserted. It shall have the bolt closed on a "COLD" chamber at the start line. Competitor's pistols will be unloaded. A balloon **SHALL** be placed over the muzzle of the rifle. Competitors will carry their weapon in any manner they wish while negotiating the obstacle course. Rifle magazines will be carried on the competitor's person however the competitor desires. Should the competitor drop a magazine or other gear during the obstacle course, he/she may go back through the obstacles the way they came to retrieve the said gear and then proceed in the opposite direction back toward the firing line. Shooters may not transition to their sidearm or otherwise load same.

NOTE: Once the competitor makes it to the firing line they **SHALL NOT** return to the obstacle course if they realize they are short any equipment.

Step #1: Upon the command to "Go", the shooters will drag their designated dummy 12.5 yards forward, **STOP AND SWITCH DRAG HANDLES**, and drag the dummy 12.5 yards back to the start line.

Step #2: Proceed to, and negotiate the 8 ft water filled ditch.

Step #3: Proceed to, and low crawl through the GIG PIT.

Step #4: Proceed to, and Jump/Climb over the 4ft wall.

Step #5: Proceed to your designated position on the firing line and take up a **PRONE FIRING POSITION**.

Step# 6: Make the rifle hot and fire **ALL** 30 rounds from the **PRONE** position clearing the malfunctions as they occur.

Scoring: (600 points possible) Your Score: _____

**Add all good hits, subtract penalties, subtract time (One point per second) = final score
(Note: Deduct 100 points for each obstacle the shooter bypasses)**

Body =10

Head = 20

Misses = -10

Penalty for bypassing an obstacle: -100

Rounds not fired = no blood.

Lessons Learned: _____

