



50 METER CARBINE MARKSMANSHIP

Distance Meters			FIRST RUN:	SECOND RUN:
<div>A zone = 5 points</div> <div>C zone = 3 points</div> <div>D zone = 1 point</div> <div>Mike = -10 points</div>	50	Standing, high or low ready, 5 rounds into torso - left target.	A C D M	A C D M
	50	Standing, high or low ready, 5 rounds into torso - center target.	A C D M	A C D M
	50	Standing, high or low ready, 5 rounds into torso - right target.	A C D M	A C D M
	50	Standing, high or low ready, 2 rounds into head - right target.	A C D M	A C D M
	50	Standing, high or low ready, 2 rounds into head - center target.	A C D M	A C D M
	50	Standing, high or low ready, 2 rounds into head - left target.	A C D M	A C D M

HITS NEEDED:

LEFT

2 HEAD
5 TORSO

CENTER

2 HEAD
5 TORSO

RIGHT

2 HEAD
5 TORSO

Hit Factor is scored by dividing the **points** earned through marksmanship, by the **total time** of all strings of fire combined.

The entire course of fire can be shot with each scored individually, or you can shoot all 6 strings of fire. Then add all of the times together, and the total score to get a total hit factor.