

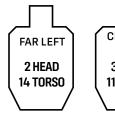
CLOSE QUARTERS RIFLE ASSESSMENT A PAR S







- 4 TARGETS REQUIRED
- MAX DISTANCE: 50 YARDS
- AMMO COUNT
 - 60 ROUNDS RIFLE
- HIT-FACTOR SCORING







EASY MODE: Replace all headshots with regular torso hits.

HARD MODE: Add 1 No-shoot target on either the left or right center targets that covers 1/3 of the center A-Zone, and 1 No-shoot on either the far left or far right targets that covers

Distance Yards	1/2 of the target's C-Zone.						T RUN	'	SEC	CONE	RUN	
5	From high ready - Perform a box drill (2 rounds torso, 1 round headbox on 2 targets) on center left and center right targets											
10<>10	GO STOP - Starting on center 10y line from low ready - 2 rounds center left headbox - move to left 10y position - 2 rounds far left target torso - move to right 10y position - 2 rounds far right target torso - move to center 10y position - 2 rounds center right headbox											
15	Facing up range from high ready - turn 180-degrees - 3 rounds to left center target - 3 rounds to right center target - perform a bolt-lock reload - 3 rounds to left target - 3 rounds to right target											
25<>25	Starting on left position from low ready - 2 rounds far left headbox - begin moving to to right position while engaging each center torso with 2 rounds - 2 rounds to far right headbox from right position											
50>25	From low ready - 2 rounds to far left and right target torsos - drop to prone - 2 rounds to each center torso - sprint to 25y line - 2 rounds to far left and right target torsos - drop to kneeling - 2 rounds to each center torso											
25>10	From high ready - begin advancing towards 10y line while engaging far left and right targets with 5 rounds each											
DOI	NIT VAL	LIEC		NIGHT STANDARDS	TOTAL TIME							
	NT VAL		DAY STANDARDS MINUTEMAN: 4.0+ HF	MINUTEMAN: 3.5+ HF	ţ	A C	D	М	Α	С	l d	М
	ONE:	5	MILITIAMAN: 2.5-3.9 HF	MILITIAMAN: 2.0-3.4 HF PREPARED CITIZEN: 1.0-1.9 HF	LEFT TARGET							
	ONE:	3	PREPARED CITIZEN: 1.0-2.4 HF	FREFARED GITTZEN. 1.0-1.9 HF	CENTER LEFT TARGET							\Box
	ONE:	10			CENTER RIGHT TARGET RIGHT TARGET					-		\dashv

RIGHT TARGET MISS: -10 **TOTAL POINTS** NO SHOOT: -20 HIT FACTOR is scored by dividing the POINTS earned through marksmanship by the TOTAL **HIT FACTOR** TIME of all strings of fire combined.