



SCRAMBLER ASSESSMENT

Distance
Meters

A zone = 5 points
C zone = 3 points
D zone = 1 point
Mike = -10 points

20>10

Starting at position A, engage 2 rounds in target directly in front - Move towards position B, while moving engage center target with 2 rounds - At position B, engage 2 rounds in target directly in front - Move at a diagonal to position D, while moving engage center target with 2 rounds - At position D, engage target in front with 2 rounds, move across to position C - While moving, engage 2 rounds into center target - At position C, engage target in front with 2 rounds.

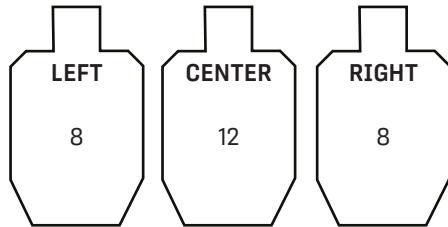
20>10

Starting at position B, engage 2 rounds in target directly in front - Move towards position A, while moving engage center target with 2 rounds - At position A, engage 2 rounds in target directly in front - Move at a diagonal to position C, while moving engage center target with 2 rounds - At position C, engage target in front with 2 rounds, move across to position D - While moving, engage 2 rounds into center target - At position D, engage target in front with 2 rounds.

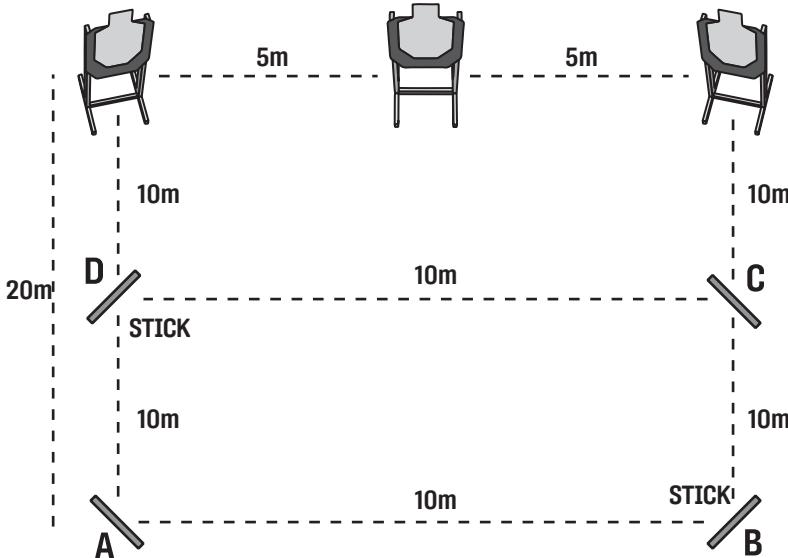
28 ROUNDS PISTOL/RIFLE - 140 POINTS POSSIBLE - NO MAKE UP SHOTS

TOTAL TIME:

HITS NEEDED:



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



FIRST RUN:

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SECOND RUN:

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A	C	D	M	A	C	D	M

LEFT TARGET:

CENTER TARGET:

RIGHT TARGET:

TOTAL POINTS:

HIT FACTOR: