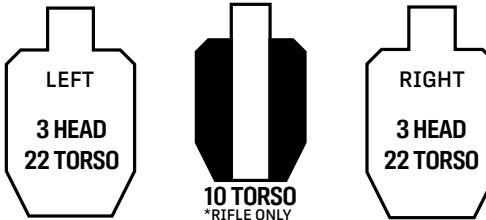




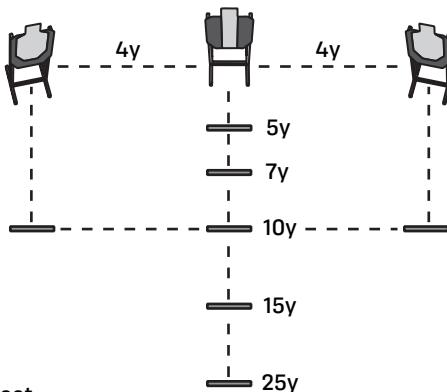
SECONDARY PISTOL ASSESSMENT

- 3 TARGETS REQUIRED
 - CENTER TARGET IS A USPSA "TUXEDO"
- MAX DISTANCE: 25 YARDS
- AMMO COUNT
 - 50 ROUNDS PISTOL
 - 10 ROUNDS RIFLE
- HIT-FACTOR SCORING



EASY MODE: Replace TUXEDO target with standard USPSA target. Replace all headbox shots with torso.

HARD MODE: Add 2 No-shoot targets on the center target that occludes the left and right sides of the C and D-Zones. Add 1 No-shoot on either the left or right target that covers 1/2 of the center A-Zone.



Distance Yards		FIRST RUN	SECOND RUN
25	With rifle at low ready - fire 2 rounds at center target - transition to handgun - 4 rounds at left target - 4 rounds at right target		
25>15	With rifle at low ready - fire 2 rounds at center target - sprint to 15y line and transition to handgun - engage left and right targets with 3 rounds each		
15>5	With rifle at low ready - fire 2 rounds at center target - begin advancing to 5y line and transition to handgun - engage left and right targets with 3 rounds while advancing		
10<10	With rifle at low ready at 10y center line - fire 2 rounds at center target - transition to handgun and move to left position - engage left target with 3 rounds - move to right position - engage right target with 3 rounds		
7	With rifle at low ready - fire 2 rounds at center target - transition to handgun - perform a box drill (2 rounds torso, 1 round headbox on 2 targets) on left and right targets.		
7	Rifle slung, handgun at compressed ready - engage left target with 6 rounds - perform a slide lock reload - engage right target with 6 rounds		
5	Rifle slung, handgun at compressed ready - engage left headbox with 2 rounds - engage right headbox with 2 rounds		

POINT VALUES	DAY STANDARDS	NIGHT STANDARDS	TOTAL TIME							
			A	C	D	M	A	C	D	M
A-ZONE: 5	MINUTEMAN: 5.5+ HF	MINUTEMAN: 5.0+ HF								
C-ZONE: 3	MILITIAMAN: 3.5-5.4 HF	MILITIAMAN: 3.0-4.9 HF								
D-ZONE: 1	PREPARED CITIZEN: 2.0-3.4 HF	PREPARED CITIZEN: 1.5-2.9 HF								
MISS: -10										
NO SHOOT: -20										
HIT FACTOR is scored by dividing the POINTS earned through marksmanship by the TOTAL TIME of all strings of fire combined.										
LEFT TARGET				TOTAL POINTS				HIT FACTOR		
CENTER TARGET										
RIGHT TARGET										