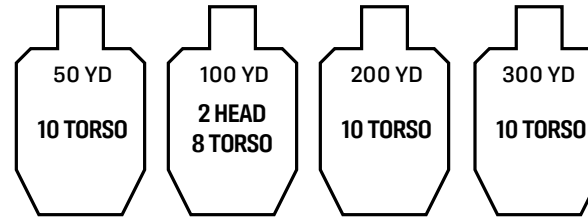




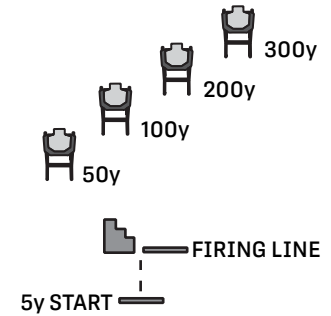
# INTERMEDIATE CARBINE ASSESSMENT

- 4x USPSA TARGETS REQUIRED
- TARGETS ARRANGED CLOSEST TO FARTHEST
- MAX DISTANCE: 300 YARDS
- AMMO COUNT:
  - 40 ROUNDS RIFLE
  - 2 MAGS OF 10, 1 MAG OF 8 AND 12
- HIT-FACTOR SCORING
- BARRICADE REQUIRED AT FIRING LINE

**EASY MODE:** Replace all headshot standards with regular torso hits. Perform the 300y drills on the 200y target.



**HARD MODE:** Make the 4x USPSA STANDARD targets 4x REDACTED D-ZONE targets. Hits in the D-Zone will be considered "hard cover" and result as a miss.



Target Distance  
Yards

**\*ALL SHOOTING DONE FROM FIRING LINE OR BARRICADE.**

**FIRST RUN**

**SECOND RUN**

|        |  |
|--------|--|
| 50     | Begin at firing line from high or low ready - perform a bill drill to 50y target from standing position  |
| 100    | Begin at firing line from high or low ready - fire 4 rounds to 100y target from kneeling - reload and drop to prone - 2 rounds into 100y headbox   |
| 200    | Begin at 5y Start position - Sprint to firing line - perform a bill drill to 200y target from prone position   |
| 50-200 | Begin at 5y Start position - Move to barricade - perform an accelerator drill from supported kneeling position (2 rounds to 50y torso, 2 rounds 100y torso, 4 rounds to 200y torso, 2 rounds to 100y torso, 2 rounds to 50y torso)   |
| 300    | Begin at 5y Start position - Move to firing line next to barricade - 4 rounds to 300y torso from prone - move to barricade - 2 rounds to 300y torso from supported standing position - 2 rounds to 300y torso from supported kneeling position - 2 rounds to 300y torso from supported low kneeling position |

## POINT VALUES

A-ZONE: 10  
C-ZONE: 6  
D-ZONE: 2  
MISS: -10

## DAY STANDARDS

MINUTEMAN: 4.0+ HF  
MILITIAMAN: 2.5-3.9 HF  
PREPARED CITIZEN: 1.0-2.4 HF

## NIGHT STANDARDS

MINUTEMAN: 3.5+ HF  
MILITIAMAN: 2.0-3.4 HF  
PREPARED CITIZEN: 1.0-1.9 HF

## TOTAL TIME

50 YARD TARGET  
100 YARD TARGET  
200 YARD TARGET  
300 YARD TARGET

## TOTAL POINTS

## HIT FACTOR

**HIT FACTOR** is scored by dividing the **POINTS** earned through marksmanship by the **TOTAL TIME** of all strings of fire combined.

| FIRST RUN    |   |   |   | SECOND RUN   |   |   |   |
|--------------|---|---|---|--------------|---|---|---|
| A            | C | D | M | A            | C | D | M |
|              |   |   |   |              |   |   |   |
|              |   |   |   |              |   |   |   |
|              |   |   |   |              |   |   |   |
|              |   |   |   |              |   |   |   |
| TOTAL TIME   |   |   |   | TOTAL TIME   |   |   |   |
| TOTAL POINTS |   |   |   | TOTAL POINTS |   |   |   |
| HIT FACTOR   |   |   |   | HIT FACTOR   |   |   |   |