

Basic Evaluation of Practical Rifle Skill.

Fire 20 shots with a magazine change on 6 images at 100yds within 90 seconds.

The hits are counted and qualifications are determined as follows.

- 1. Marksman: 12-hits**, (60% hits.) Requirement: At-least 2 hits are on each of the five larger images. Hits on the smallest image are not required. Any and all hits will count towards final score.
- 2. Sharpshooter: 15-hits**, (75%) Requirement, 2 hits on the Big-5 and the smallest image hit once.
- 3. Expert: 17-hits**, (85%) 3 hits on the Big-5 with 2 hits required on the smallest image.
- 4. Battlefield Asset:** The "B-A" (Bad-Ass?) requires **100% hits** (no misses) with additional requirement that there be **at-least 3 hits on all the images.**

A hit is defined as a bullet hole being completely in the black. If in doubt, it is out!
No Exceptions! (Whining and complaining will not help!)

The size of the images and their relative positions and shapes will always be the same.

The target sheet is 6 feet wide between the uprights and 36 inches tall.

The image below shows an example of a target after being fired on for qualification.



**Results: Arrows show misses.
Not Qualified (one Tgt has only 1 hit.)**

This guy showed good skill but failed to get 2 hits on *all* of the "Big-5" targets. Bigger targets represent "closer" targets. That's why it's important that they get hit.

Rules and requirements for the Basic Practical Rifle Test.

This is NOT a competition or a training event. It's an EVALUATION.

Shooters are expected to arrive knowing how to correctly and safely operate their rifle.

For questions that begin with words like, "Are we allowed to..." the answer is NO!

During firing there must be a magazine change or reload of some kind.

Shooters are expected to overcome any "difficulties" without any help.

1: Shooters step to the firing line while holding their rifle in a ready position with the muzzle oriented down-range. Extra ammo or equipment must be worn on their person. There must be *at-least* 5 rds in the rifle at the start. (6 rds is highly recommended.) Any/all other equipment will be worn on the shooter. Rifle sling must hang free at this time. Shooter may sling-up *AFTER* the commence fire signal.

2: Upon the *prearranged* commence fire signal, a chronograph is started and shooter assumes a firing stance and begins firing at the target array. **Shooter will fire from an on-his-feet posture until the rifle is empty.** 2a: Shooter may establish any shooting posture desired as long as the only ground-contact is made by the soles of shooter's feet.

3: When the rifle runs empty the shooter may assume any preferred shooting position **BEFORE RELOADING**. (This may include leaning against any nearby object that might offer cover and/or stability for aimed fire.)

3a: There Will Be No Movement With A Loaded Rifle! (Safety Issue)

Shooter will reload the rifle *after* assuming his 2nd shooting position. **Failure to obey this rule will result in receiving the next-lower qualification.** After reloading the shooter then continues firing at the target array during the remaining time. Shooter may carry all the ammo he wants to but all shots fired will not exceed 20 rounds. If any malfunctions or mechanical failures are experienced the shooter will clear the problem and continue trying to make a respectable performance within available time. There are no "do-overs" or 2nd chances of any kind. Just "get 'er done!"

Helpful hints: Most poor performance is the result of shooting too fast.

You have plenty of time for 20 deliberate and carefully aimed shots.

Shooters seem to score better with 6 rounds in the 1st magazine.