

The Nemesis 40-Shot, 3-Event, Practical Rifle Evaluation.

This is a comprehensive evaluation of a shooter's practical rifle skill and physical suitability for basic rifle-battle requirements at distances from 25yds to 200yds.

Any Rifle with Any Sights are allowed. Any shot in doubt is scored as a miss.

Shooters are to bring a single rifle and ammunition for use in this evaluation.

Any disqualifying performance ends the evaluation for that shooter.

He may shoot the rest of the course if he desires but he's already been disqualified.

A rating system similar to the US Military is used. Along with the well known terms of Expert, Sharpshooter and Marksman we've added one higher acknowledgment of exceptional skill which is recognized with the suffix of BA for Battlefield Asset, sometimes spoken as Bad Ass. (Example designation: Expert-BA)

Expert-BA is awarded for an Expert performance *and* 100% hits in all events.

PLEASE NOTE: This is NOT a training exercise. Shooters are expected to show up with their rifles sighted in and to have suitable knowledge and skill to handle their rifles safely and effectively ***BEFORE*** attempting any of these evaluations.

These events start at the firing line and work towards 200yds for a full evaluation of basic weapons-craft and adequate physical ability for battle. There is no "sighting-in" even if you're using bulk-ammo that may have been obtained on-site at the range. (Milspec type bulk ammo is sometimes available, at cost, where the evaluation is conducted.)

1st Event is the 10-rd Snapshot: A good snapshot indicates a competent rifleman.

At close range from a ready position, the shooter must bring the rifle up and make a solid hit with one shot. The shooter attempts to make hits into a 6-inch circle at 25 yards and into a 9-inch circle at 50 yards within an average time of less-than 6-seconds for each shot fired. (We use common large & small paper plates as targets for this event.)

Conduct of the Evaluation: Shooter stands ready with muzzle oriented down range.

For each shot he will shoulder the rifle and fire a single shot into a 6-inch circle at 25yds. The time is recorded for each shot fired. Time starts when shooter makes his move and ends when that shot is fired. Repeat this procedure for five shots. Then repeat the same 5-shot cycle with a 9" circle at 50yds, recording the time for each shot.

Requirements: 1: Every shot must be within the target circle. 2: The allowable average time for all shots is less-than 6 seconds. Failure to achieve both requirements will render the shooter Not Qualified.

Ratings: Expert, less than 4-seconds. Sharpshooter, 4 to 4.9-seconds. Marksman, 5 to 5.9-seconds. Two dry-fire efforts are allowed at each distance before shooting for score. (Large and Small paper plates are suitable and recommended for use as the targets.)

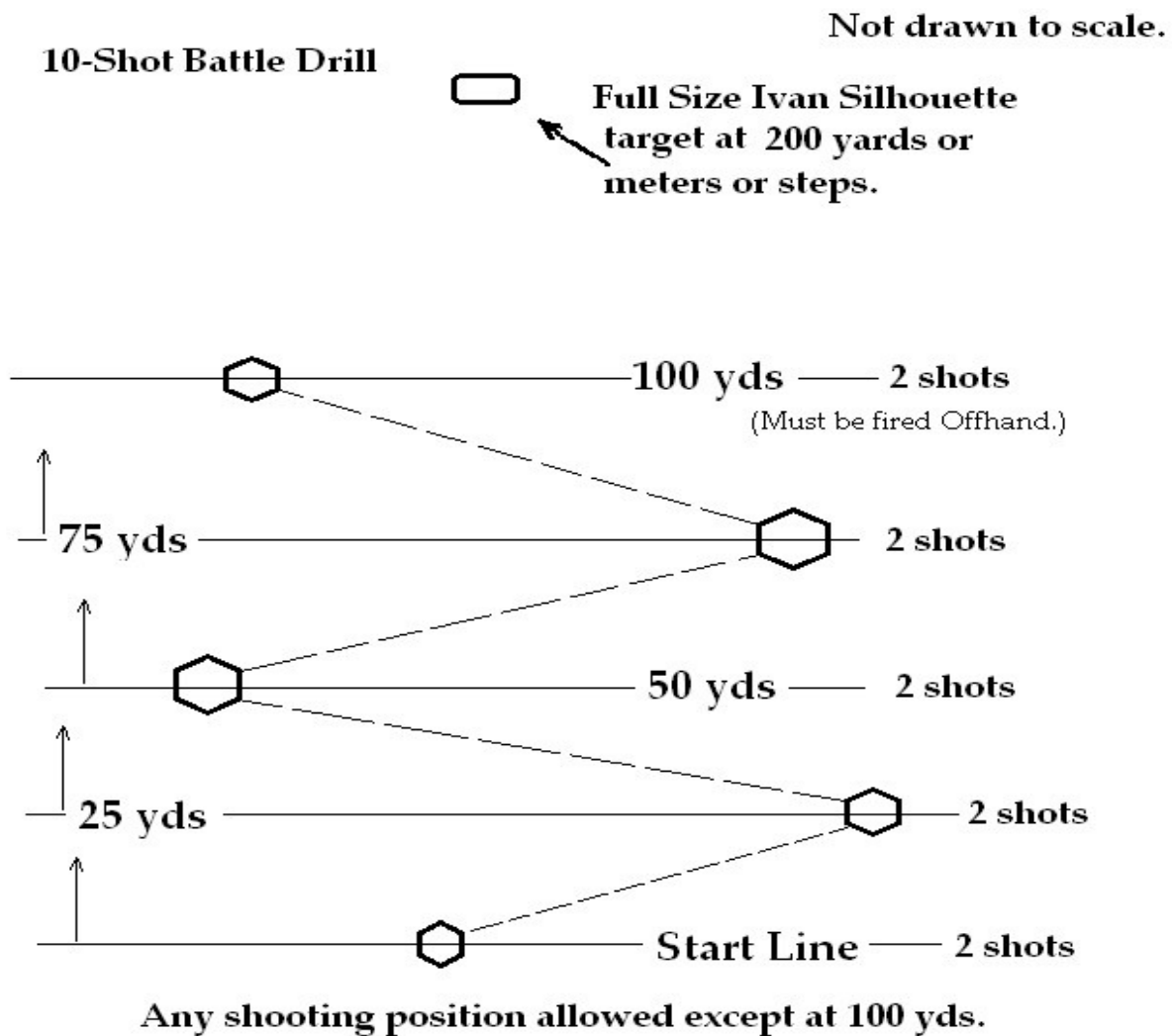
2nd Event is the 10-Shot Rifle Battle drill: This tests of shooter's ability to shoot effectively at normal battle distances with mild exertion between shots with only the sling (if desired) for support. With a single target at 200yds, the shooter advances 25yds at a time to 100yds while firing for effect. This event must be completed within 3 minutes and only the hits are scored.

Fewer than 6 hits will render the shooter Disqualified. (use of the sling is optional.)

Evaluation: With one clean "Ivan" Silhouette, K5-Target (or similar) placed at 200 yards, the shooter begins in a ready stance with muzzle oriented down range.

Upon a start signal, shooter assumes any position he chooses and fires two rounds. Then shooter *briskly* moves 25yds closer and fires two shots from any desired posture. Then moves 25yds closer (as before) and fires two more shots from any desired posture. Then moves 25yds closer (as before) to fire 2 more shots from any desired posture. Then he moves to the last 25yds and fires 2 rounds from an on-his-feet position. All movements and shots are to be accomplished in 3 minutes or less.

Expert = 10 hits. Sharpshooter = 8~9 hits. Marksman = 6~7 hits.



The 3rd event is the original basic 20-shot Practical Rifle evaluation.

Shooter fires 20 shots on 6 images at 100yds within 90 seconds. During firing there must be a magazine change or a reload of some kind. Shooters are expected to overcome any difficulties without any help.

Rules and requirements for the Basic Practical Rifle Test.

1: Shooters step to the firing line while holding their rifle in a ready position with the muzzle oriented down-range. Any 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.) Rifle sling must hang free at this time. Shooter may sling-up if he wants to *AFTER* the commence fire signal.

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

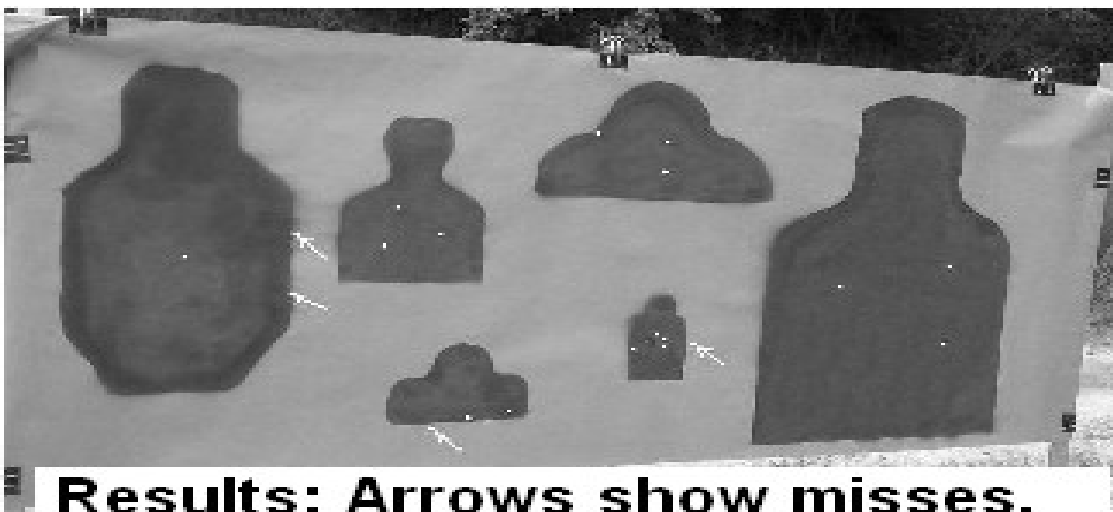
3: **After the rifle runs empty** the shooter may assume any preferred shooting posture **BEFORE RELOADING**. Shooter will reload the rifle *after* assuming his 2nd shooting position. There Will Be No Movement With A Loaded Rifle! (Safety Issue) **Failure to obey this rule will result in receiving the next-lower qualification.**

3A: Leaning against a nearby object such as a fence post, small tree or similar is allowable.

3B: After reloading the shooter then continues firing at the target array during the remaining time.

3C: Shooter may carry all the ammo he wants to but all shots fired must not exceed 20 rounds.

4: 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 for any reason. Just “get 'er done!”



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

The target shows good skill but the guy 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. 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!***

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

If you think to yourself , 1-thousand, 2-thousand, 3-thousand etc as you work yourself through each shot you might be able to keep your shooting cadence manageable and make a decent [qualifying] score.

There is plenty of time for 20 deliberate and carefully aimed shots.

Also, shooters seem to score better when there are 6 rounds in the 1st magazine.

In case you didn't know, there ARE currently thousands of military-trained Rag-Heads in America waiting to go into action. That's the REALITY of having fools in charge of our great nation. I think you know who is responsible for *that* situation.

That's TRUE and it's REAL.

They are expected to launch “October 7th” type assaults in many areas of our country when they get the word. What're YOU gonna do? Who ya gonna call?

