

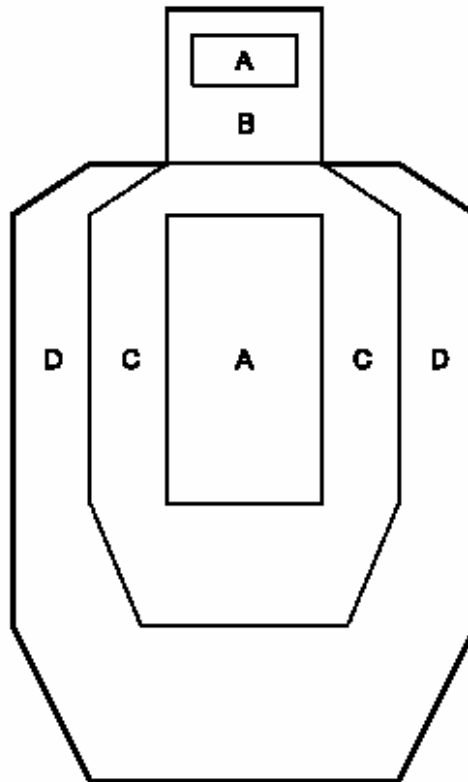
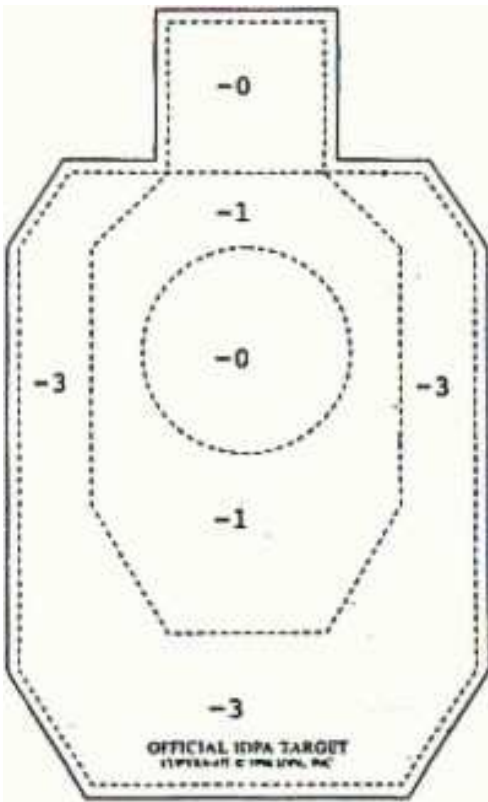
1. Head Shots (25 Jumping Jacks prior to shooting)

Perform five times each, all shots offhand - all shots to the body are counted as a miss, start position is patrol/low ready – safety ON.

- a. 25 meters; Low Ready; 2.0 sec
- b. 25 meters; Low Ready WEAK SIDE; 3.0 sec

Time

Score



Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

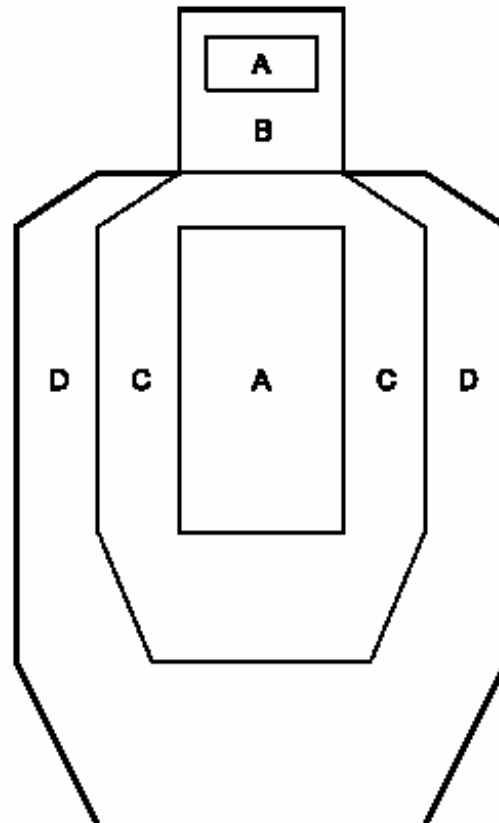
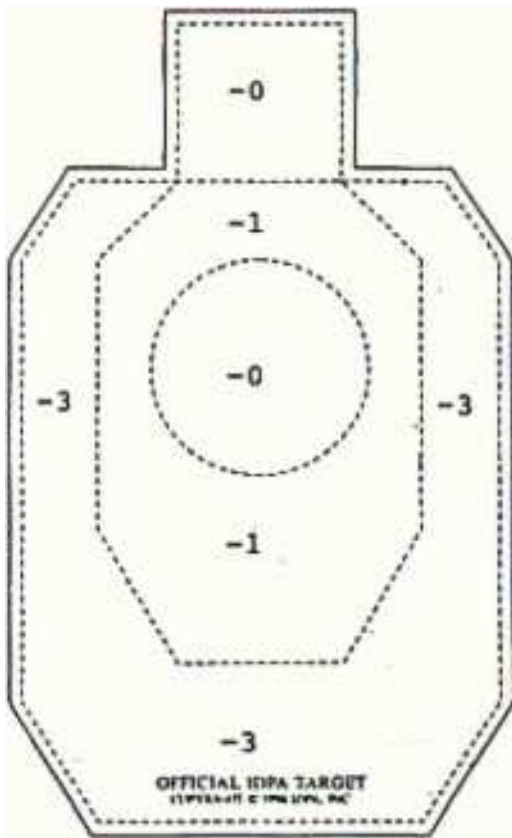
2. Chest Shots (20 Jumping Jacks prior to shooting)

Perform five times each, all shots offhand - all shots to the head are counted as a miss. Start position is patrol/low ready – safety ON.

- 50 meters; Low Ready; 2.0 sec
- 50 meters; Low Ready WEAK SIDE; 3.0 sec

Time

Score



Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

3. Chest Shots (15 Jumping Jacks prior to shooting)

Perform five times each, all shots offhand, or kneeling - shots to the head are counted as a miss. Start position is patrol/low ready – safety ON.

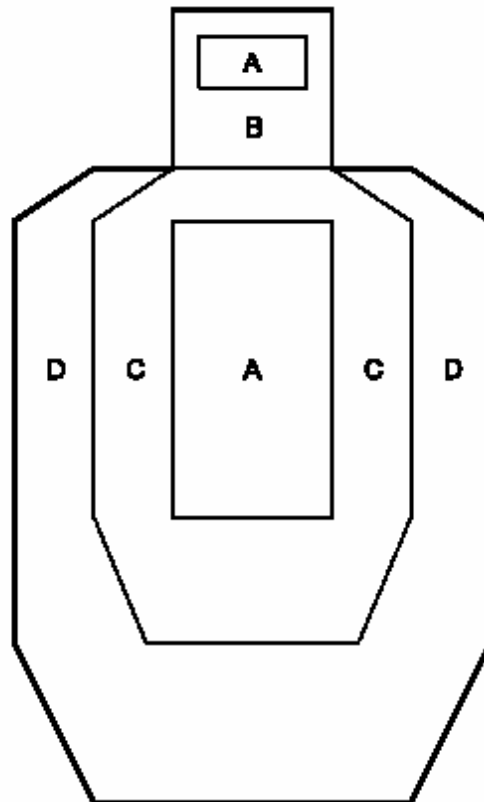
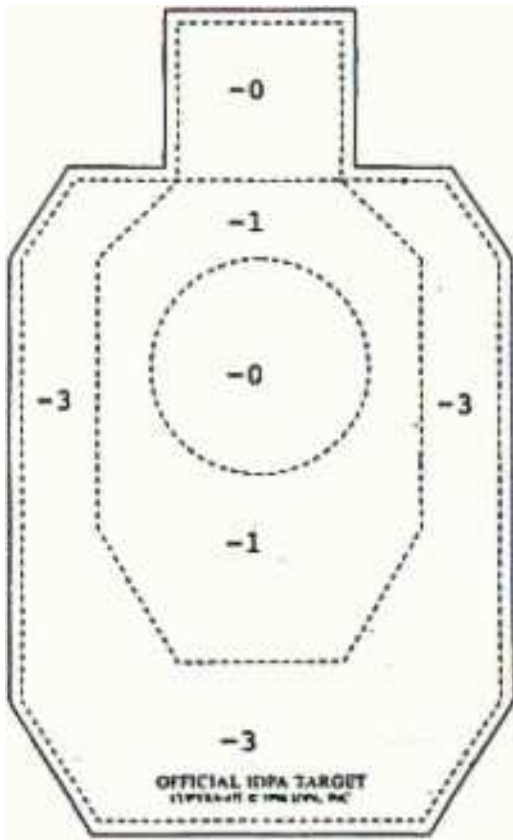
a. 100 meters; Low Ready; 4.0 sec

Time

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Score

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Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

4. Chest Shots (10 Jumping Jacks prior to shooting)

Perform five times each, all shots kneeling or prone - start standing - all shots to the head are counted as a miss. Start position is patrol/low ready – safety ON.

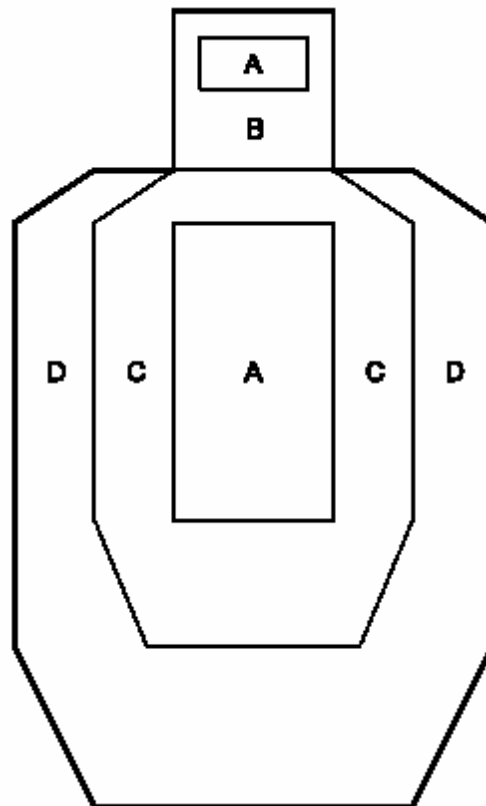
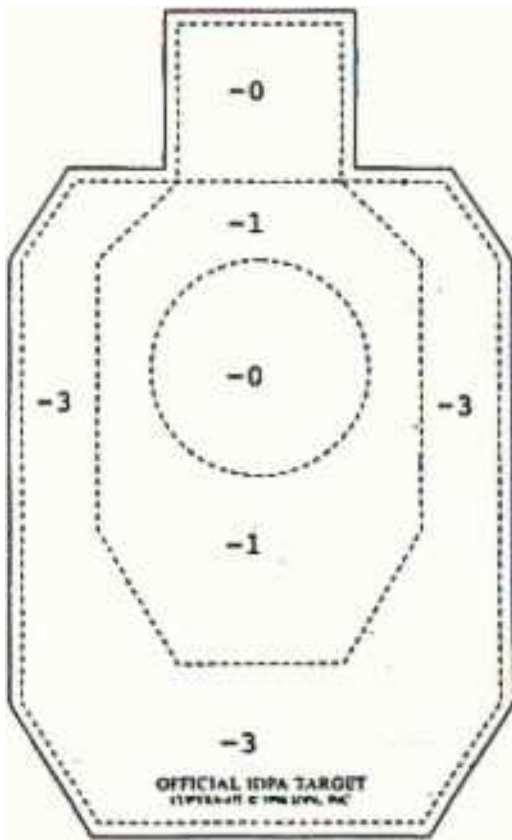
a. 200 meters; Low Ready; 5.0 sec

Time

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Score

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Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

5a. Malfunction Drills (10 Jumping Jacks prior to shooting)

Perform three times each

Manually induce malfunction, then at the 'beep' Clear Malfunction and place one hit on target at 50 meters. Start position is rifle shouldered – sights on target and safety ON.

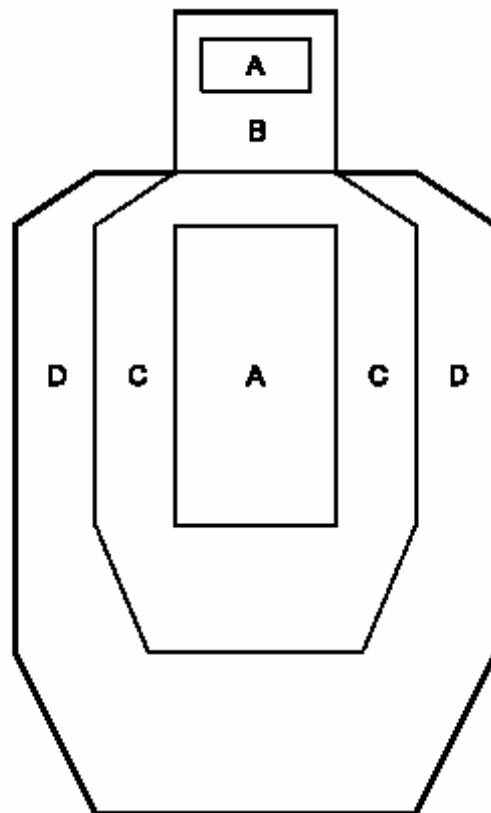
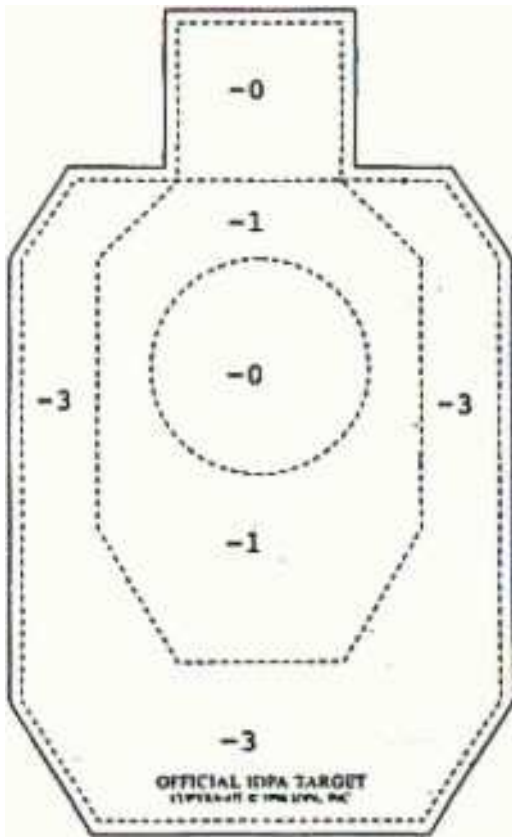
- a. Position One; 4.0 sec
(TAP RACK BANG)

Time

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Score

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Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

5b. Malfunction Drills (10 Jumping Jacks prior to shooting)

Perform three times each

Manually induce malfunction, then at the 'beep' Clear Malfunction and place one hit on target at 50 meters. Start position is rifle shouldered, sights on target and safety OFF.

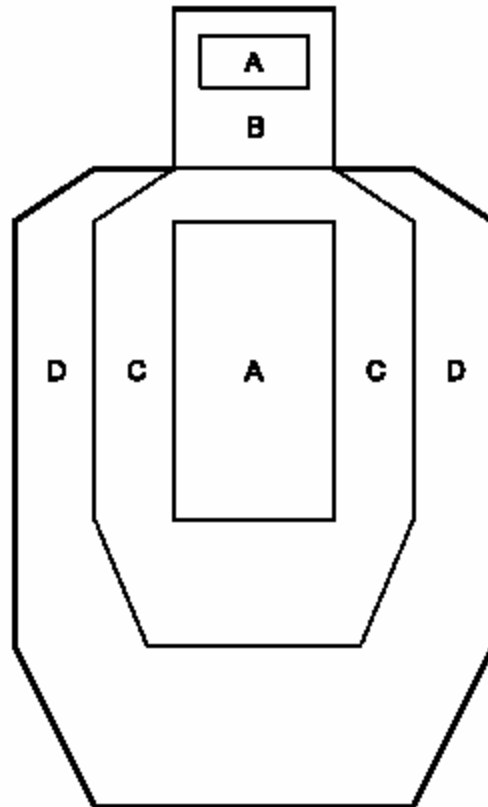
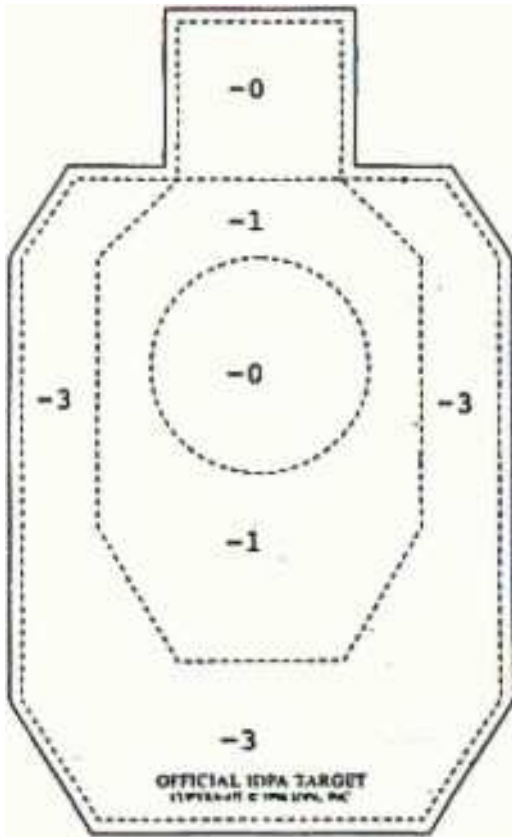
b. Position Two; 4.0 sec
(STOVEPIPE)

Time

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Score

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Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

5c. Malfunction Drills(10 Jumping Jacks prior to shooting)

Perform three times each

Manually induce malfunction, then at the 'beep' Clear Malfunction and place one hit on target at 50 meters. Start position is rifle shouldered, sights on target and safety OFF.

c. Position Three; 11.0 sec

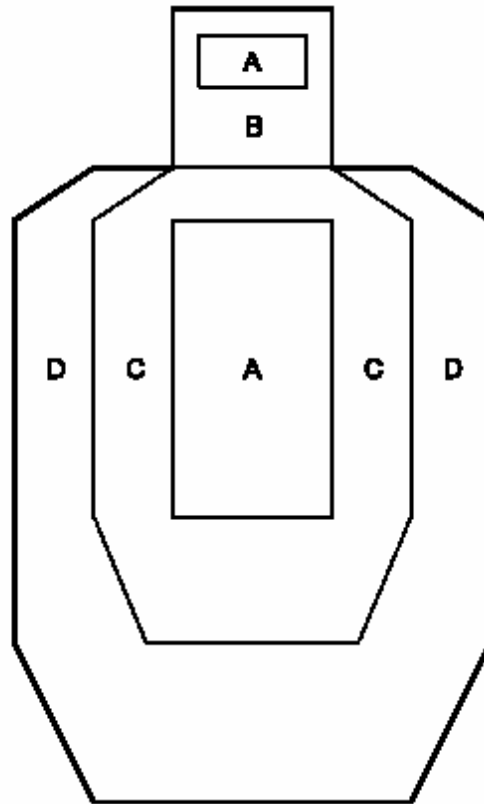
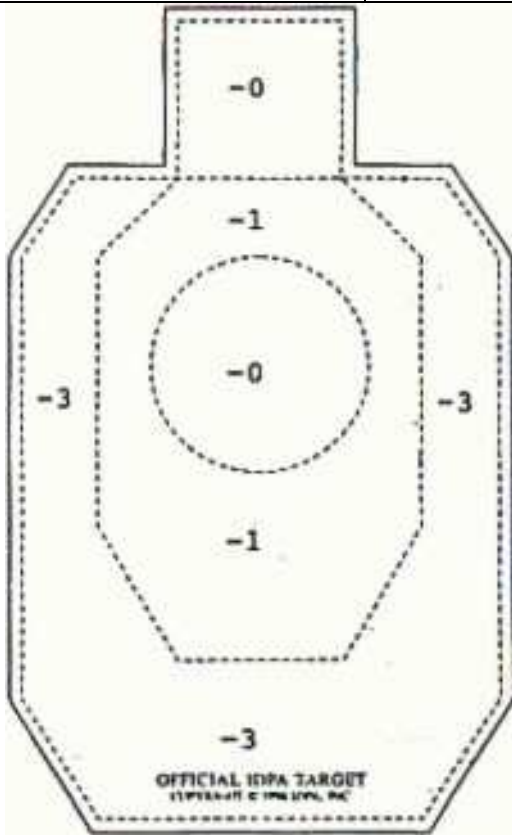
(FEEDWAY STOPPAGE – DOUBLE FEED)

Time

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Score

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Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

6. Magazine Changes(10 Jumping Jacks prior to shooting)

Perform three times; starting position is with a round in the chamber and an EMPTY magazine. Start position is patrol/low ready – safety ON.

Fire one shot, reload and fire one shot at 50 meters WITHOUT retaining magazine, all mag pouches secured!

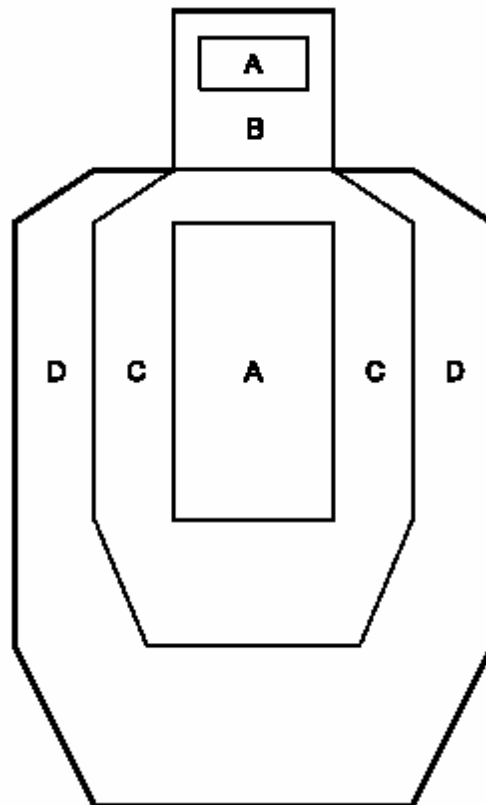
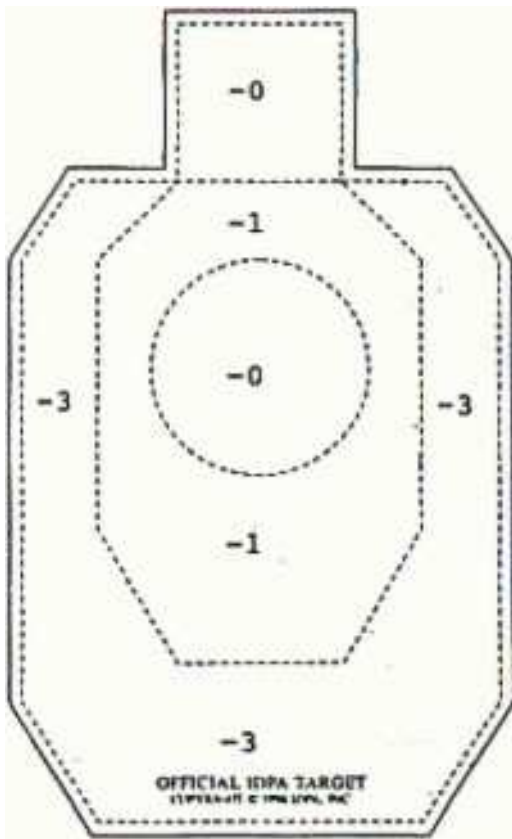
a. Mag change without retention; 9.0 sec

Time

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Score

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Shooter's NAME: _____ date: _____
Rifle: _____ Caliber: _____ Major/Minor

7. Magazine Changes(10 Jumping Jacks prior to shooting)

Perform three times; starting position is with rifle/magazine fully loaded. Start position is patrol/low ready – safety ON. Fire one shot, reload and fire one shot at 50 meters WITH retaining magazine, all mag pouches secured!

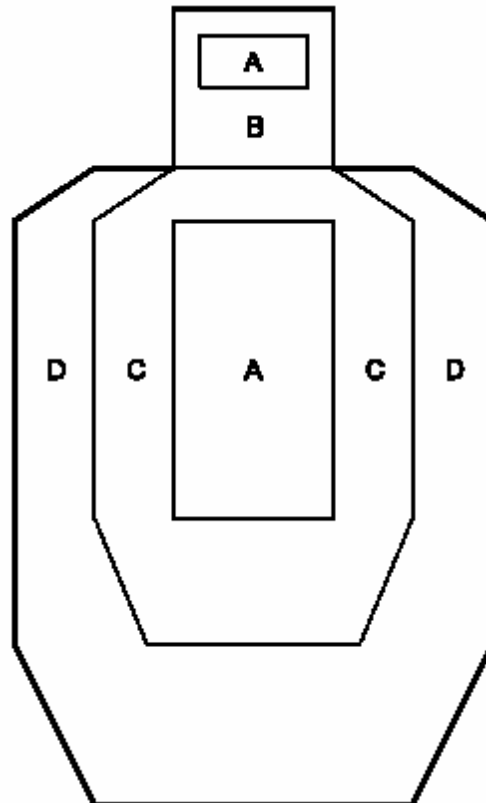
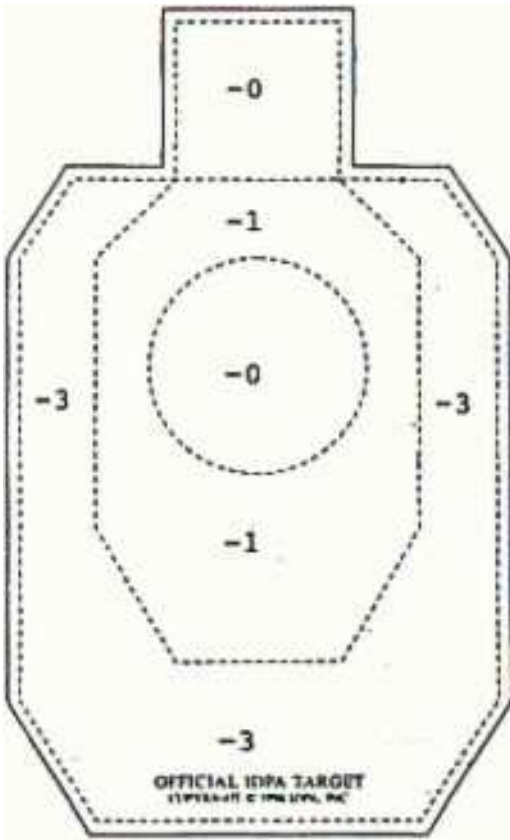
a. Mag Change with retention 11.0 sec

Time

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Score

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Shooter's NAME: _____ date: _____
 Rifle: _____ Caliber: _____ Major/Minor

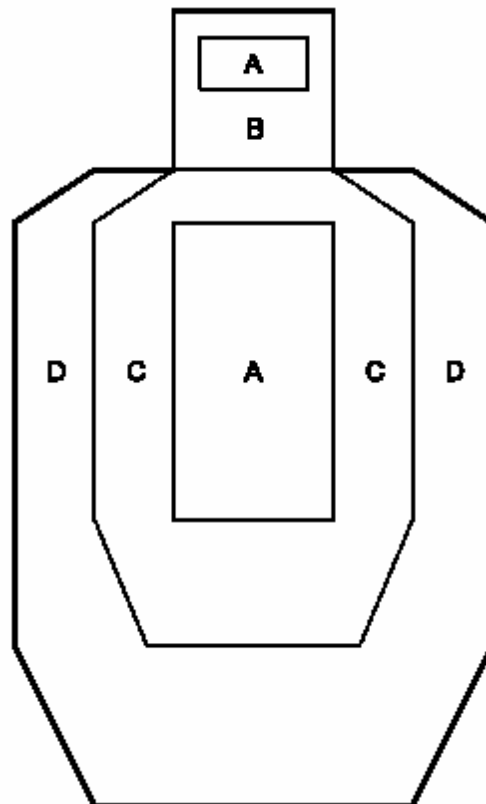
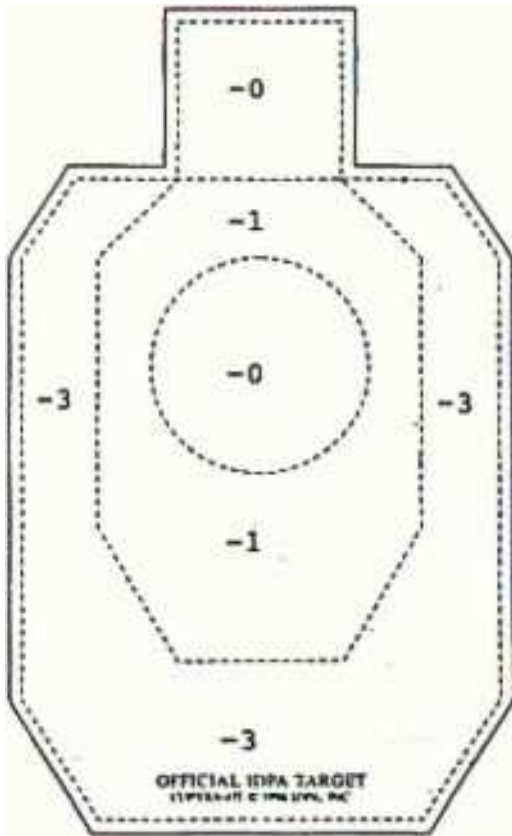
8a. Close Range Shooting from shoulder or Underarm Assault (10 Jumping Jacks prior to shooting)

Perform three times each side. Start position is patrol/low ready – safety ON.

a. 3 meters; 0.6 sec

Time

Score



Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

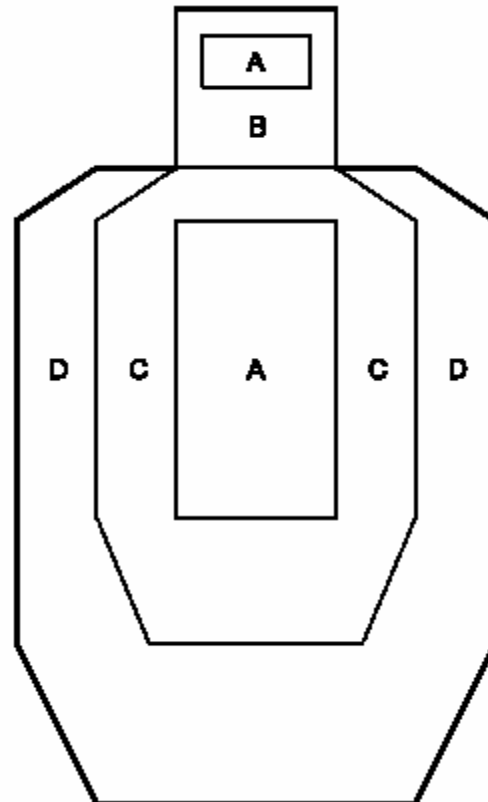
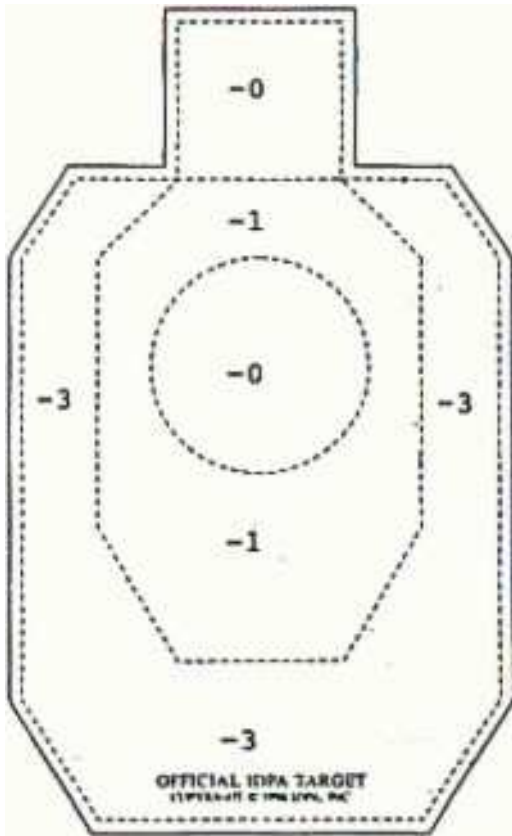
8b. Close Range Shooting from shoulder or Underarm Assault (10 Jumping Jacks prior to shooting)

Perform three times each side. Start position is patrol/low ready – safety ON.

b. 7 meters; 0.8 sec

Time

Score



Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

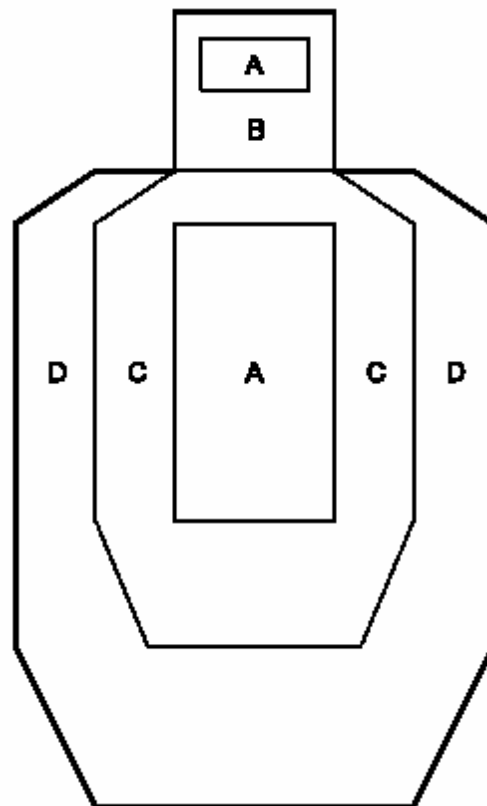
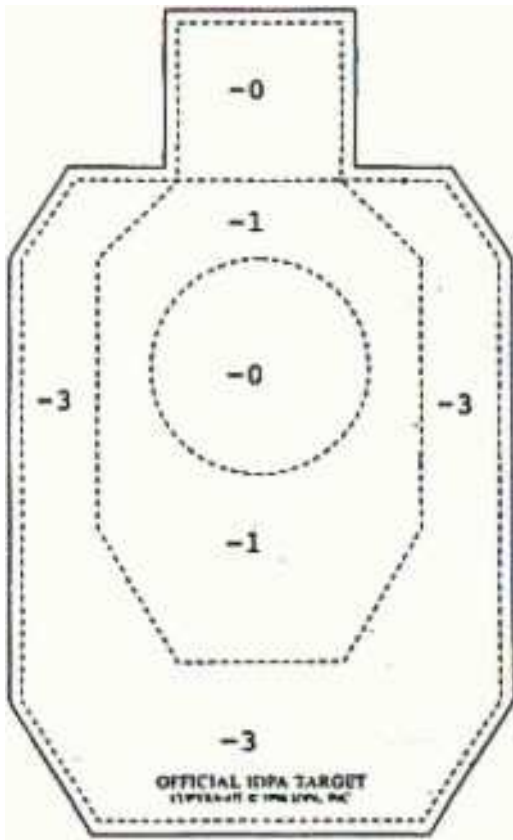
8c. Close Range Shooting from shoulder or Underarm Assault (10 Jumping Jacks prior to shooting)

Perform three times each side. Start position is patrol/low ready – safety ON.

c. 10 meters; 1.2 sec

Time

Score



Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

9a. Multiple Targets(10 Jumping Jacks prior to shooting)

Perform twice each; Start position is patrol/low ready – safety ON.

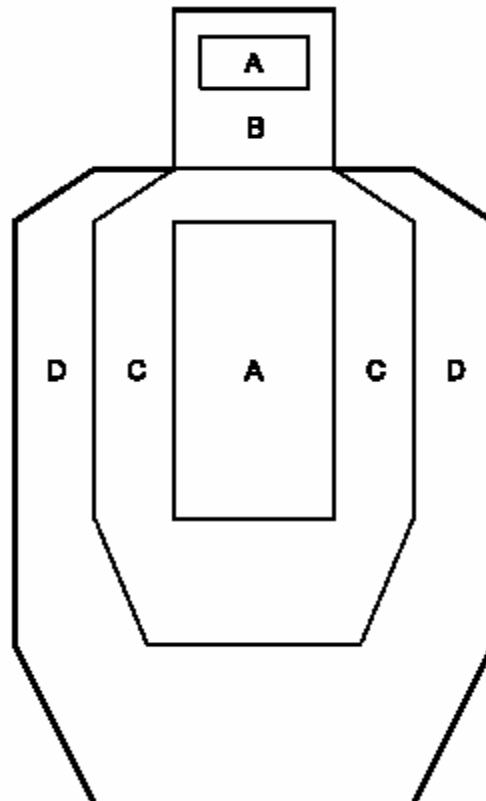
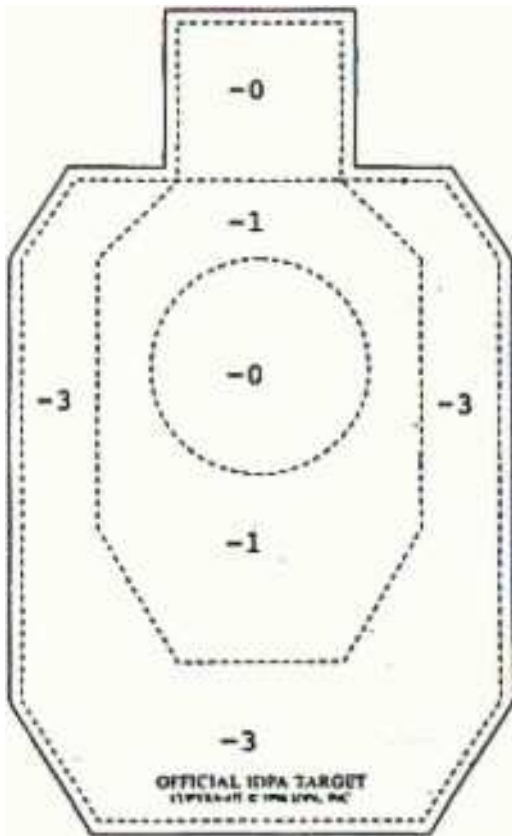
Targets are spaced with 1 meter between each target.

a. 5 meters; 2 targets; 1.2 sec

Time

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Score



Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

9b. Multiple Targets (10 Jumping Jacks prior to shooting)

Perform twice each; Start position is patrol/low ready – safety ON.

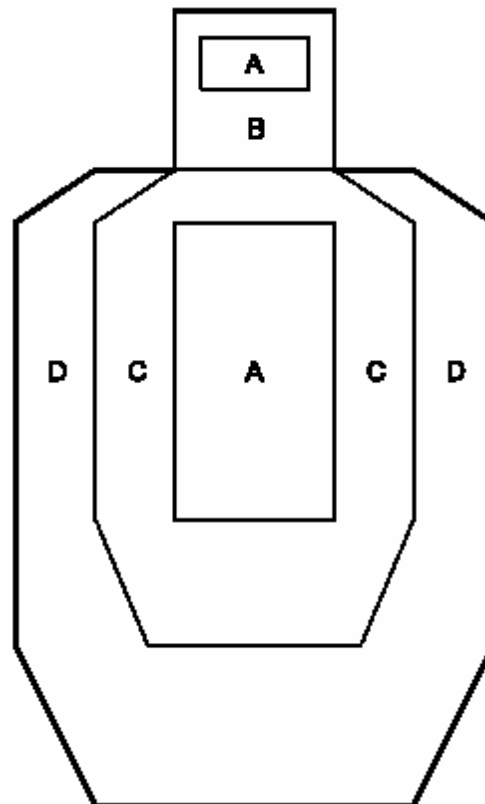
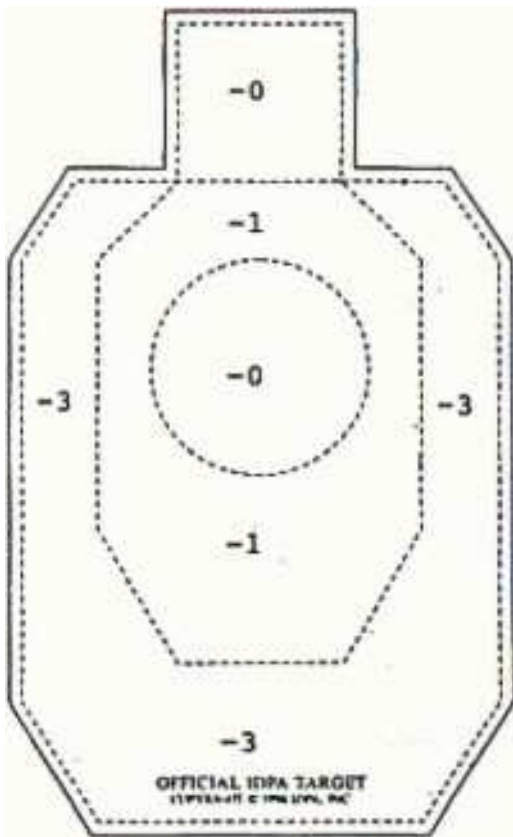
Targets are spaced with 1 meter between each target.

b. 5 meters; 3 targets; 1.5 sec

Time

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Score



Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

9c. Multiple Targets (10 Jumping Jacks prior to shooting)

Perform twice each; Start position is patrol/low ready – safety ON.

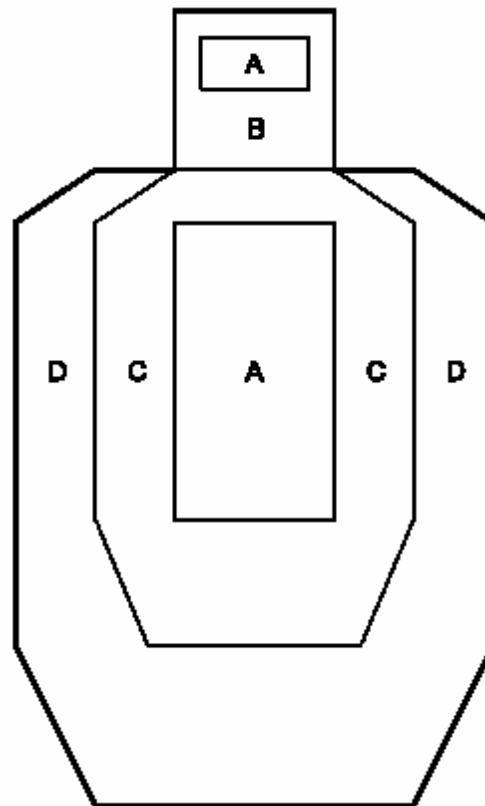
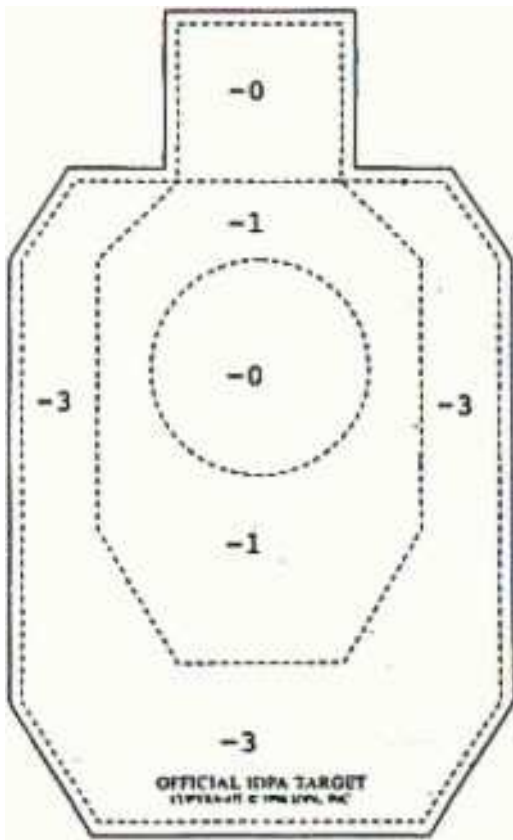
Targets are spaced with 1 meter between each target.

c. 5 meters; 4 targets; 1.8 sec

Time

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Score



Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor

DMR QUALIFICATION – SHOT LAST after finishing the course.

Perform five times each, all shots kneeling or prone - start standing – head shots ONLY all others shots are counted as a miss. Start position - patrol ready, safety ON.

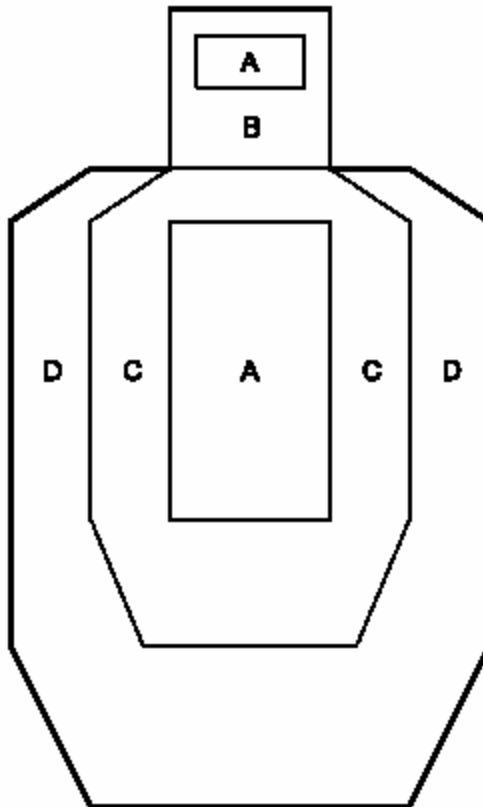
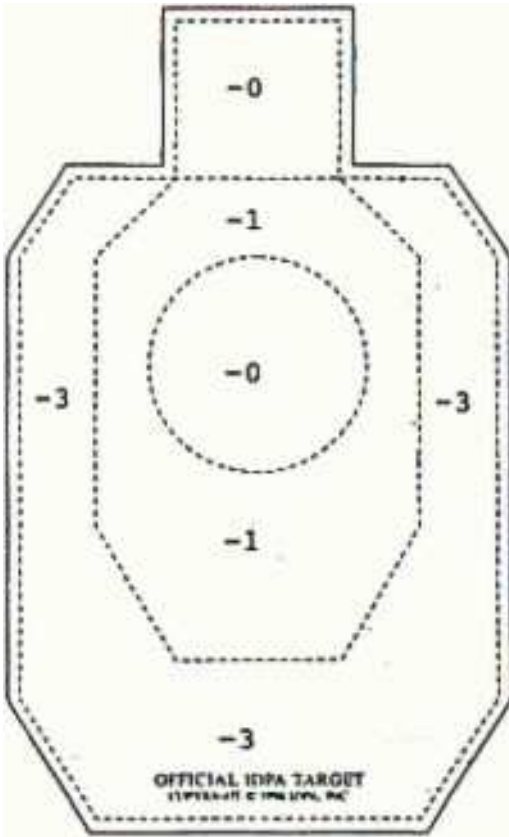
a. 200 meters; Low Ready; 6.0 sec HEAD SHOTS ONLY

Score

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Time

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Shooter's NAME: _____ date: _____
Rifle: _____ Caliber: _____ Major/Minor

For **IPSC** Targets: "A", "B" and "C" zones score 0 points all calibers; "D" zone is .5 point multiplier for 'major' caliber and 1 point multiplier for 'minor' caliber.

Shots fired after par-time has elapsed - add that many seconds to the score (i.e. last shot was fired 1.37 seconds after par time elapsed - add 1.37 points to score)

For all shots outside the "0" zone - add up all shots, times that by the major or minor multiplier and that number is added to the score (i.e. shooter had 2 shots outside the "0" scoring zone and was shooting minor caliber - so take the 2 shots times the "1" (for minor caliber) which equals 2 - so add 2 points to the final score.

If he were shooting major caliber it would be 2 shots, times .5 (major multiplier) equals 1 point added to final score.)

MAXIMUM = 0 EXPERT = 1-39 ADVANCED = 40-77

BASIC = 78-116

(RECRUIT QUALIFICATION IS TO COMPLETE THE COURSE WITH 117-231 POINTS WITH NO TIME LIMIT)

IF 200 yard range is unavailable - the scoring is: MAX = 0 EXPERT = 1-36
ADVANCED = 37-72 BASIC = 73-108

“RECRUIT” QUALIFICATION IS TO COMPLETE THE COURSE WITH 109-216 POINTS WITH NO TIME LIMIT

NOTE ON CARD THAT SCORING WAS NOT PERFORMED AT 200 YARDS

DMR MUST SCORE AS EXPERT AND ACHIEVE HAVE ALL FIVE DMR HEAD SHOTS IN HEAD ZONE IN TIME LIMIT.

Shooter's NAME: _____ date: _____

Rifle: _____ Caliber: _____ Major/Minor