

Rules and requirements for “basic qualification.”

1. Shooter will step to the firing line while holding their rifle in ready position with both hands and the muzzle oriented down-range. Any/all other equipment will be worn on the shooter.
Rifle sling must hang free at this time.
2. Upon the “commence fire” signal the shooter will assume a firing stance and begin firing at the target array.
 - 2a. Shooter must have not-less-than 5 rounds in the rifle at the start but can have any number above that at his discretion.
 - 2b. Shooter may sling-up *AFTER* the signal to commence fire.
 - 2c. Shooter may use any shooting posture desired as long as the only ground-contact is by way of the soles of shooter's feet.
 - 2d. Shooter will fire while on-his-feet until the rifle is empty.
3. When rifle runs “empty,” shooter may assume any shooting position desired *before* reloading, including leaning against any object near at hand, for cover and/or stability for aimed fire.
4. After assuming this 2nd position, shooter will *then* reload the rifle (No Movement With A Loaded Rifle!) and continue to fire all remaining rounds at the target array within the remaining time.
5. All shots fired will total 20 rounds. If shooter experiences any malfunctions or mechanical failures he is expected to clear the problem and get on with attempting to make a respectable shooting performance. There will be no “do-overs” or 2nd chances of any kind. Just do your best to “get 'er done!”
6. If firing for qualification (declared beforehand) the resulting score will be the shooter's qualification. It will remain valid for 18 months unless he re-qualifies. The most recent result is the shooter's current qualification. Only ONE attempt to qualify per event. Qualifying regularly is needed to remain current.
Once Qualified You Should Try To STAY Proficient.

My Fellow Riflemen and aspiring militia uh, persons.

Because of current events we see the resurrection of this proven Practical Rifle Program as our duty to “We the people.”

As we all know, mere possession of the appropriate weaponry in no way indicates the owners ability to operate his equipment with enough skill to have any hope of surviving a shooting engagement or emerging victorious from one.

Our old program adequately demonstrated that a hit-count of a mere 60% at 100 yds, meters or steps was a bar that few could clear regularly and was only possible with training, practice and drill regardless of our supposed shooting prowess.

This note is sent as fair warning that we're bringing back the Practical Rifle Program. It will not be exactly as before but very similar. If you've fired the old course you know how to get ready, practice shooting at multiple targets of different sizes and shapes.

It is our hope to draw a casual line between the rabble and those who might become a useful part "A well regulated militia..." when the need *becomes* a reality.

Let's revisit the old program for the “newbies.”

It was simply 20 shots in 90 seconds (one-and-a-half-minutes) with a magazine-change required during the firing. We all saw that this was plenty of time. This has NOT changed.

We also required that the first magazine be fired until empty while the shooter remained on his feet, (the only ground contact was by way of the shooter's feet.) The number of rounds in each magazine was up to the shooter but there had to be a minimum of 5 in the first magazine. This has NOT changed.

When the 1st magazine ran empty, the shooter could assume any position desired, then replace the empty magazine with the next [loaded] magazine and continue firing. This has NOT changed.

Old program cont'd.

There were/are no excuses made and no "do-overs" resulting from any malfunctions while firing. The shooter was expected to overcome whatever difficulties he had and continue trying to make a respectable performance. This has NOT changed.

In the old program the standard for "qualification" was 2 hits on each of 6 images at 100 yds/meters. That's 12 (twelve) hits out of 20 shots, (a mere 60%!) This has changed a little.

The largest image was/is the standard military silhouette and the smallest was slightly smaller than a quart oil bottle but bigger than a soda can, all at 100 yds. Sights or optics of any kind were allowed but all equipment had to be *worn* on the shooters person when they stepped to the firing line while holding their rifle at "ready position." This has not changed. Sounds easy, doesn't it?

Well, it was so hard we had to change it [dumb it down] a little so more shooters could qualify. It still takes practice.

Changes that will be in effect with the new program.

The biggest change is that there will be four (4) levels of qualifying performance. They are as follows:

- 1, Marksman:** A minimum of 12-hits, (60%) requiring each of the "big-5" images to receive at least two (2) hits each but no hits are required on the smallest image.
- 2, Sharpshooter:** A minimum of 15-hits, (75%) the big-5 are hit twice and the smallest image is required to be hit at least once.
- 3, Expert:** A minimum 17-hits, (85%) the big-5 get 3 hits each and the smallest image is required to be hit at least twice.
- 4, Battle Field Asset:** The "B-A" (Bad-Ass?) requires 100% hits, (no misses) with the additional requirement that all images must receive at least 3 hits.

Hits are defined as bullet holes completely in the black.

If in doubt, count it *out!* No Exceptions!

Whining and complaining won't be tolerated either! Grrr

It's strongly suggested that aspiring riflemen obtain one of these target arrays, cut-out the images to make a stencil, make your own targets and practice before attempting to get qualified.

Target array sheets will be available at qualifier events, (\$5 each)

Here is what the qualification targets look like. (Below) Target array will always be the same (as shown here.) The images and their positions relative to each other will not change.

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



The shooter made 17 hits (85%) but was Not-Qualified because 1 of the images was not hit at least 2 times. (See the arrows) This shooter clearly has sufficient skill to make an Expert or B-A performance but hurried his shots and assumed he'd made hits that were actually misses. Hurrying some of his shots cost him dearly. This shows that regardless of skill, a rifleman must aim calmly and deliberately for *every* shot. And most of all, Practice!