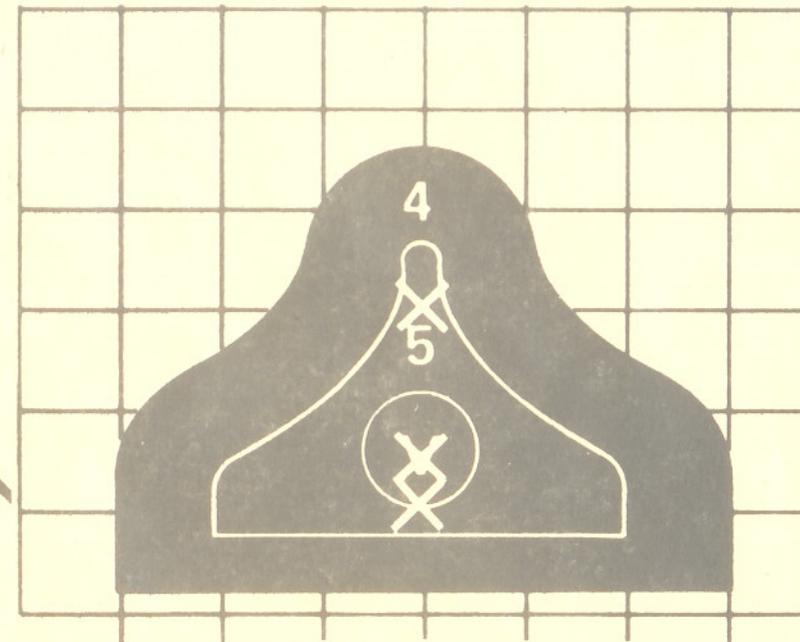
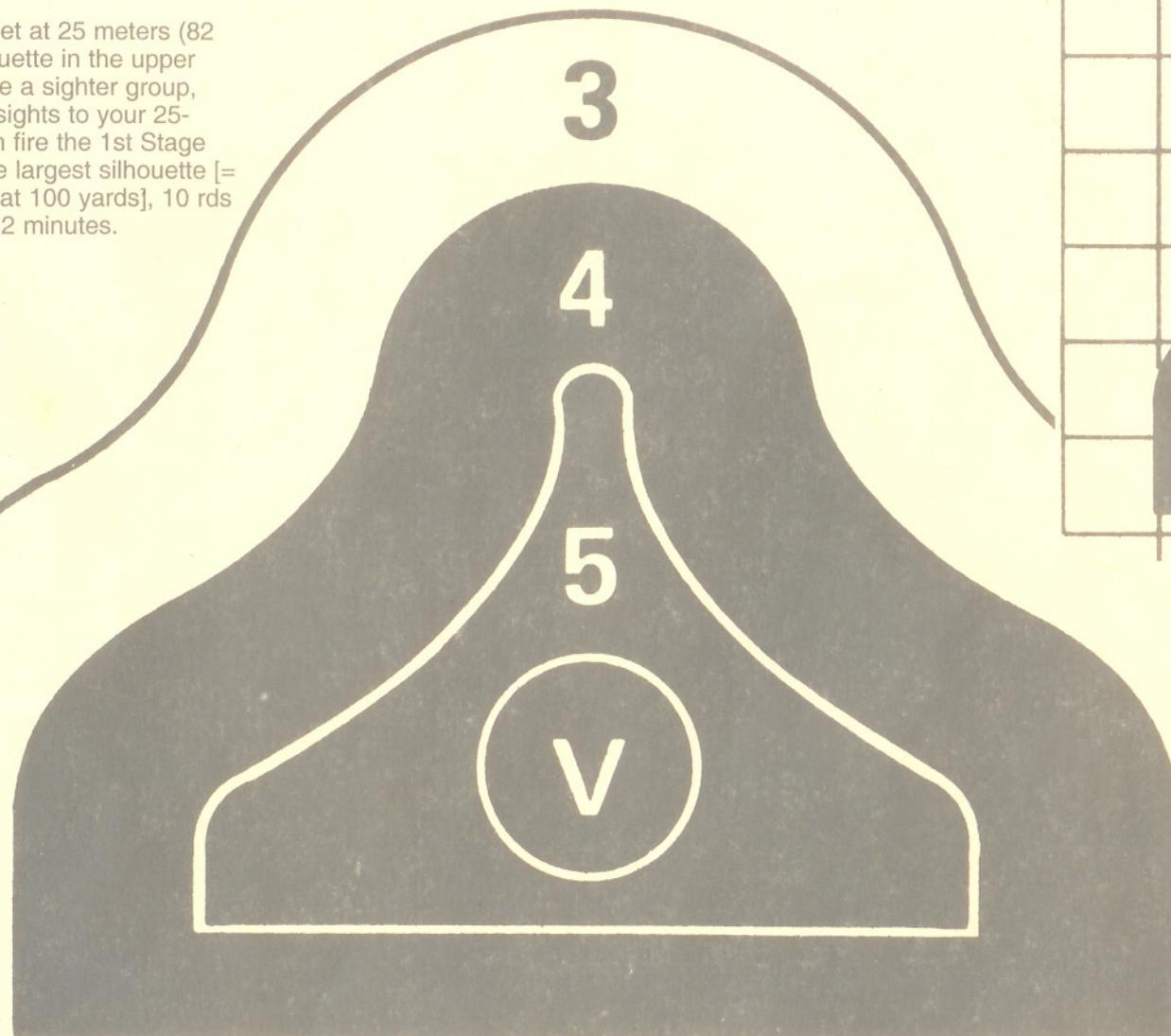


The Quick 'n Dirty AQT [Army Qualification Test]

★ Post this target at 25 meters (82 ft). Use the silhouette in the upper right corner to fire a sighter group, and adjust your sights to your 25-meter zero. Then fire the 1st Stage (Standing) on the largest silhouette [= a full-size target at 100 yards], 10 rds from standing in 2 minutes.



★ Sighters: Fire a 3-rd sighter group on this target and adjust your sights so your point of aim puts your group in the target center. Each grid square = 2 MOA. You should be able to come down 3 clicks from the Stage 1 zero (top X) and be zeroed for Stage 2, and come down an additional 1 click (4 clicks total) to be zeroed for Stage 3.

Fred's Quick 'n Dirty 'Ghost' AQT

Don't do a double-take when you look at this target. It has not been misprinted. The contrast has been reduced from normal to better represent hard-to-see field targets. We call 'em 'ghost' targets.

It's been generations since we could be called a 'Nation of Riflemen'. Yet it can all be turned around in the time it takes you to learn to shoot. Do it, and never again cringe when someone asks "Are you a Rifleman - or a cook?" The Army Qualification Test measures your current skill level and will help improve your shooting skills. First, get our standard AQT targets and Fred's *Guide to Becoming a Rifleman* (\$16 + UPS), and learn to shoot. Then get your friends on board. Help make this a Nation of Riflemen once more. You can do it. You should do it...

Scoring: Double the Stage 4 score because you shoot ten rounds, not the 20 rds required for the standard AQT. Because there're fewer rapid-fire targets [stages 2 & 3], 'Rifleman' minimum qualification score is raised to 210.

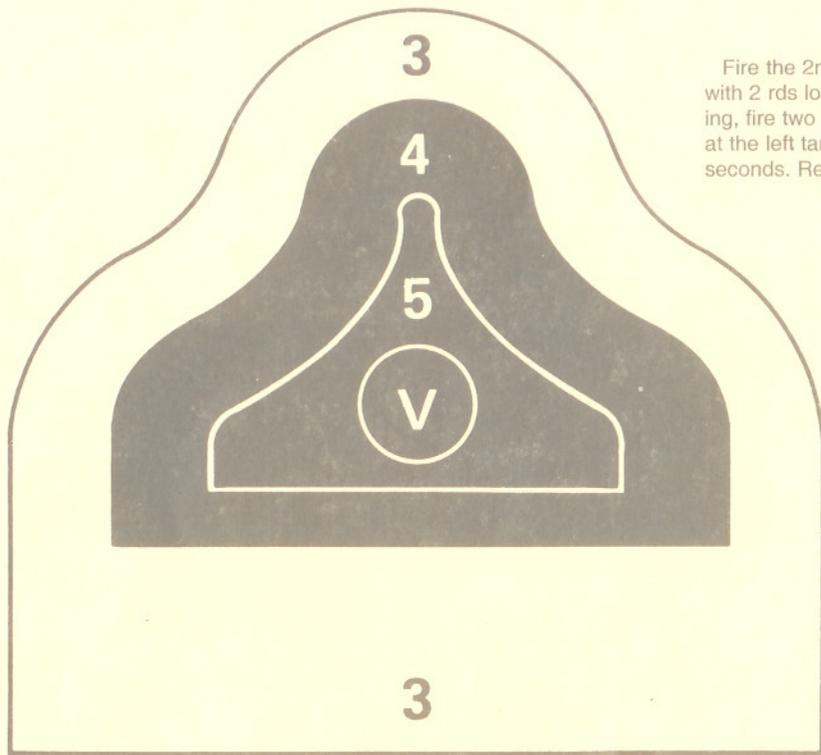
Score: Stage 1: _____ Stage 2: _____

Stage 3: _____ Stage 4: _____ X 2 = _____

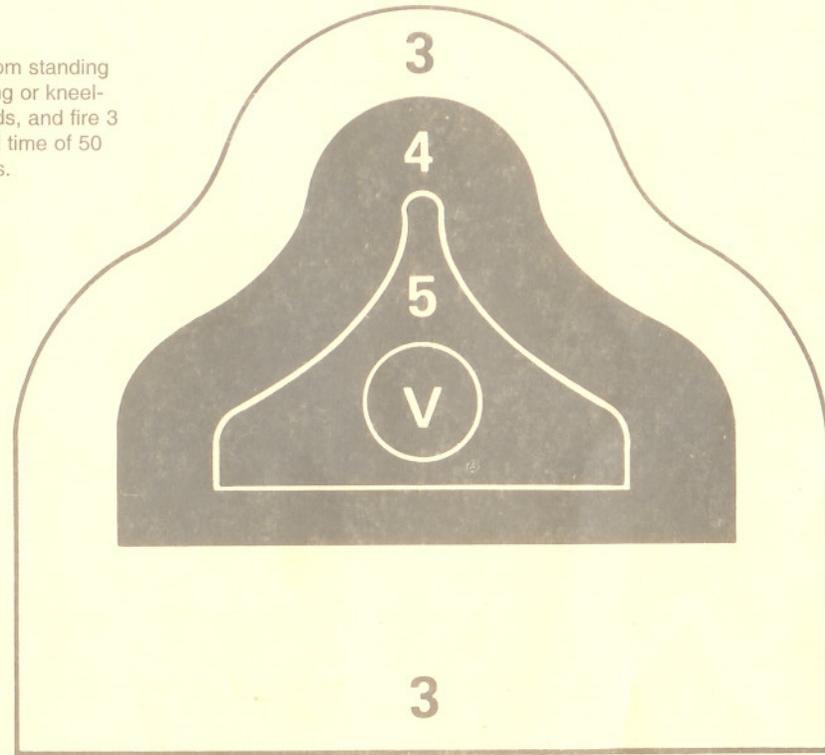
Total Score: _____

Qualification: *Unqualified*: under 125 **Marksmen**: 125-169
Sharpshooters: 170-209 **Expert [Rifleman]**: 210 or more

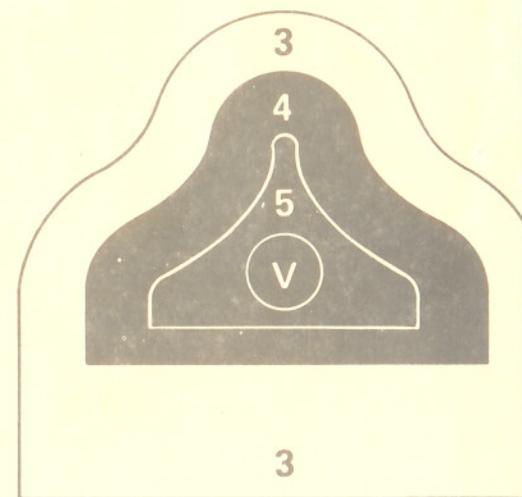
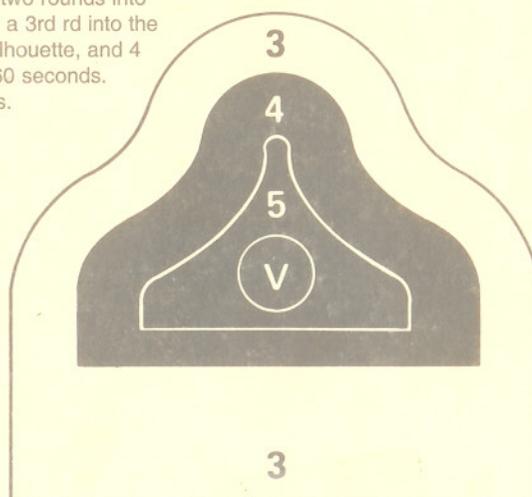
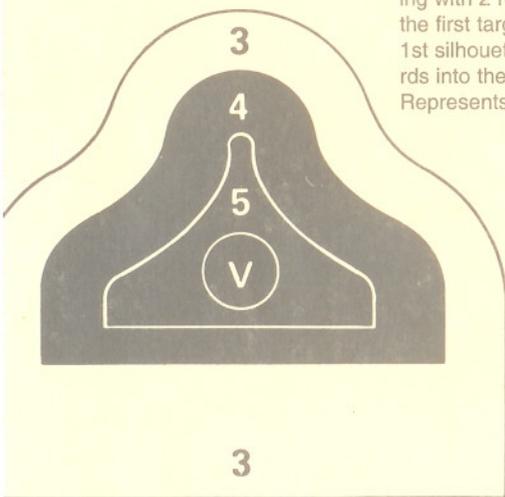
3



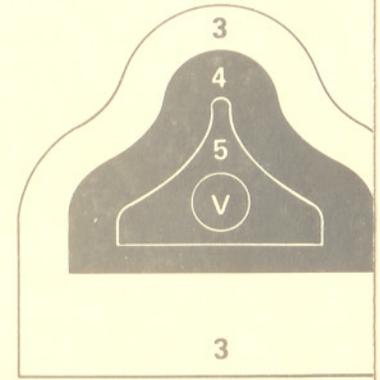
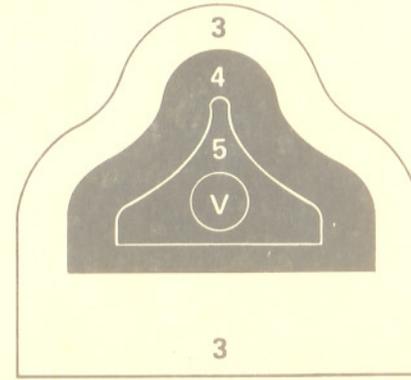
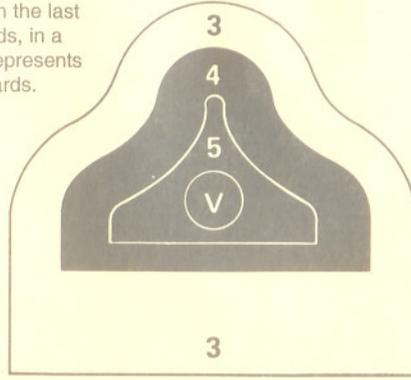
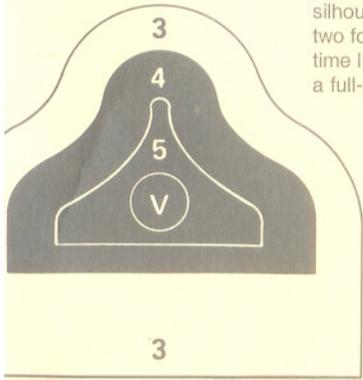
Fire the 2nd Stage on these two targets. Start from standing with 2 rds loaded, on 'Fire' command, drop to sitting or kneeling, fire two shots at the left target, reload with 8 rds, and fire 3 at the left target, and 5 at the right target, in a total time of 50 seconds. Represents a full-size target at 200 yards.



Fire the 3rd Stage on these 3 targets. Start from standing with 2 rds loaded, drop to prone, fire two rounds into the first target, reload with 8 rds, and fire a 3rd rd into the 1st silhouette, then 3 rds in the middle silhouette, and 4 rds into the right silhouette, in a time of 60 seconds. Represents a full-size target at 300 yards.

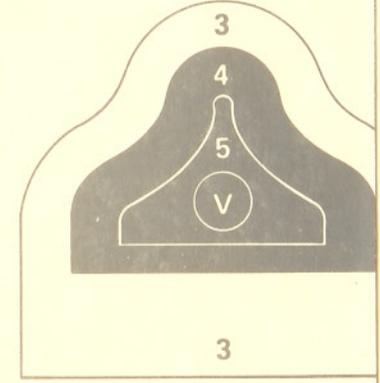
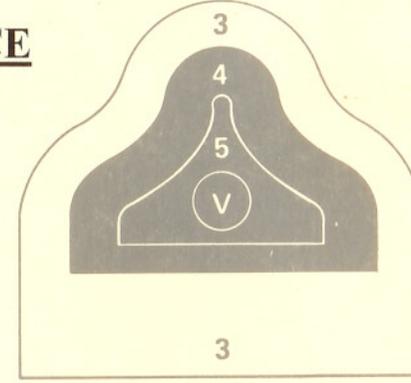
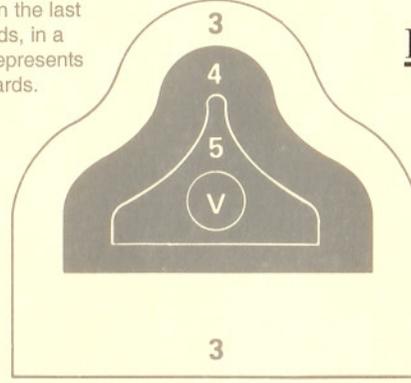
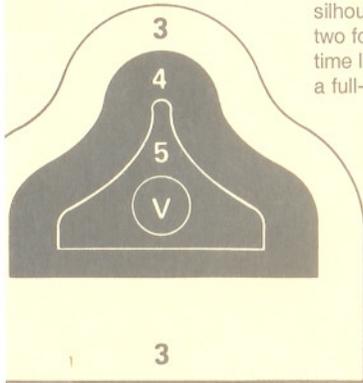


Fire Stage 4 prone on these four targets, 2 rds on each of the 1st two silhouettes, and 3 each on the last two for a total of ten rounds, in a time limit of 5 minutes. Represents a full-size target at 400 yards.



Fire Stage 4 prone on these four targets, 2 rds on each of the 1st two silhouettes, and 3 each on the last two for a total of ten rounds, in a time limit of 5 minutes. Represents a full-size target at 400 yards.

PRACTICE



Fire Stage 4 prone on these four targets, 2 rds on each of the 1st two silhouettes, and 3 each on the last two for a total of ten rounds, in a time limit of 5 minutes. Represents a full-size target at 400 yards.

PRACTICE

