

Name:

Date:

Score: / 100

### Instructions for Infinity Tactics “Advanced Carbine” test.

This is the technical part of the Advanced Carbine test that measures weapon handling and marksmanship skills of the shooter.

1. All serials are shot from the position mentioned on each drill
2. Distance: as per requirements in each segment
3. Target: A4 as a body target, A4 folded twice as a head target
4. Scoring zones: A4
5. Total score possible: 100 points
6. Passing score: 75 points

**If any of the 4 safety rules are broken, the complete test is a fail.**

**If any of the drill segments are not shot completely, that segment is disqualified.**

### Scoring the target

- Each round in scoring zone = 1 point
- Each round outside scoring zone = 0 points
- Rounds fired after time limit = -2 points per shot

### Ready Positions:

**Low Ready:** The weapon is mounted into the shoulder. The barrel is down and shooter can see all of the target above the sights, the weapon is oriented directly in line with the target. The weapon is on safe.

**High Ready:** The weapon is held so that the butt-stock is under the arm, barrel pointing up in line with the target and eyes. The weapon is on safe.

**Patrol ready:** The weapon is “off” from the shoulder, barrel pointing straight down in line with the body. The weapon is on safe.

Procedure	Cumulative round count	Repetitions	Time	Distance
Low ready, 1 round to body	3	x 3	0.8	7 m
Low ready, 1 round to head	6	x 3	1.2 s	7 m
Low ready, 2 rounds to body, 1 round to head (failure to stop)	12	x 2	2.0 s	7 m
High ready, 1 round to body	15	x 3	1.0 s	7 m
High ready, 1 round to head	18	x 3	1.5 s	7 m
High ready, 2 rounds to body, 1 round to head (failure to stop)	24	x 2	2,2 s	7 m
Low ready, 3 rounds to body	27	x 1	3.0 s	25 m
Low ready, 3 rounds to body (standing to kneeling)	30	x 1	3.5 s	25 m
Low ready, 3 rounds to body (standing to prone)	33	x 1	4.0 s	25 m
High ready, 2 rounds to body (standing), speed reload, 2 rounds to body (kneeling)	37	x 1	6.0 s	25 m
High ready, 2 rounds to body (standing), speed reload, 2 rounds to body (kneeling), speed reload, 2 rounds to body (prone)	43	x 1	10 s	25 m
Patrol ready, moving forward, failure to fire, clear, 3 rounds to body	46	x 1	5.0 s	15-10 m
Patrol ready, moving backward, failure to fire, clear, 3 rounds to body	49	x 1	6,0 s	10-15 m
Low ready, start from 10m, run to 25m, 2 rounds to body, run to 15m, 2 round to body, run to 5 m, 2 rounds to body, 1 round to head (failure to stop)	55	x 1	20 s	5-25 m
Low ready, 2 targets, 1m edge to edge, 2 rounds to body (1 <sup>st</sup> target), 4 rounds to body (2 <sup>nd</sup> target), 2 rounds to body (1 <sup>st</sup> target)	63	x 1	5,0 s	15 m
High ready, start from 50m, 3 rounds to body, tac reload and run to 30m, 3 rounds to body, tac reload and run to 10m, 3 rounds to head.	72	x 1	30 s	50-10 m
Low ready, strong side shoulder, 2 rounds to body, weak side shoulder, 2 rounds to body	76	x 1	5.0 s	25 m
Low ready, 5 rounds to body (standing), reload, 5 rounds to body (kneeling), 5 rounds to body (prone) D-DRILL	91	x 1	20 s	50 m
Patrol ready, 5 rounds to head (supported, for example a tree)	96	x 1	10 s	50 m
Low ready, 1 round to body, transition, 2 rounds to body with handgun, reload main weapon and 1 round to head.	100	x 1	8.0 s	10 m