SCORINGTECH

435-429-1703

— For law enforcement training leads

6 THINGS A HIT FACTOR REPORT SHOWS THAT A SCORECARD DOESN'T.

A qual tells you who passed. A JMAP report shows speed and accuracy together for every officer, then rolls it up for the whole agency.

SEE THE OPTIONS →

Or call 435-429-1703, Mon to Fri, 8am to 5pm MT.

18%
average hit rate for NYPD officers in actual gunfights, 1998 to 2006
RAND evaluation of NYPD firearms training, citing NYPD discharge reports

80,000
armed professionals in the Scoring Tech marksmanship data, out of hundreds of thousands of shooters
JMAP data warehouse

DEA
the Agent Marksmanship Assessment (AMA) was built with the DEA, shooting from close range out to 25 meters
Scoring Tech and JMAP

Fielded by U.S. Marine Corps · MARSOC / Marine Raiders · U.S. Army Special Forces · U.S. Army Marksmanship Unit · U.S. Air Force · Office of Naval Research · FBI · DEA · U.S. Customs and Border Protection

A pass or fail tells you who cleared the line. A hit factor report shows you how they got there.

Six things in a real JMAP report that a scorecard never shows. The examples are from military student and unit reports, with names blurred.

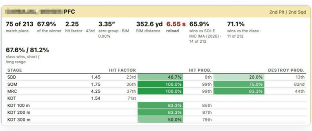
01

ONE NUMBER, AND A PLACE IN LINE

A scorecard says pass. A JMAP report says **2.25 hit factor, 75th of 213 in the match, 67.9% of the winner**. Speed and accuracy are one score, so you can rank every officer against the class, against the agency and against the shooters already in the database.

It also answers the fair question an officer will ask: “How far am I from good?”

See it Header of an example JMAP student report

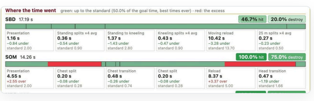


[redacted] PFC   2nd Plt / 2nd Sqd

75 of 213 — match place
67.9% — of the winner
2.25 — hit factor · 43rd
3.35″ — zero group · BIM 0.00%
352.6 yd — BIM distance
6.55 s — reload
65.9% — wins vs SOI-E IMC IMA (2026) · 14 of 212
71.1% — wins vs the class · 11 of 212
67.6% / 81.2% — class wins, short / long range

STAGE		HIT FACTOR		HIT PROB.		DESTROY PROB.
SBD	1.45	23rd	46.7%	8th	20.0%	13th
SOM	1.75	36th	100.0%	99th	75.0%	82nd
MRC	4.25	37th	100.0%	99th	83.3%	44th
KDT	1.54	71st				
KDT 100 m			83.3%	85th		
KDT 200 m			83.3%	87th		
KDT 300 m			50.0%	79th		

Top of a student report: match place, hit factor, hit probability and wins against the class. Name blurred.



Where the time went green: up to the standard (50.0% of the goal time, best times ever) · red: the excess

SBD 17.19 s — 46.7% hit — 20.0% destroy

Presentation	Standing splits ×4 avg	Standing to kneeling	Kneeling splits ×4 avg	Moving reload	25 m splits ×4 avg
1.16 s	0.36 s	1.37 s	0.43 s	10.42 s	0.27 s
−0.84 under	−0.54 under	−1.43 under	−0.47 under	−3.28 under	−0.23 under
standard 2.00	standard 0.90	standard 2.80	standard 0.90	standard 13.70	standard 0.50

SOM 14.26 s — 100.0% hit — 75.0% destroy

Presentation	Chest split	Chest transition	Chest split	Reload	Head transition
4.55 s	0.20 s	0.48 s	0.20 s	8.37 s	0.47 s
+2.55 over	−0.08 under	−0.26 under	−0.08 under	+3.37 over	−1.19 under
standard 2.00	standard 0.28	standard 0.74	standard 0.28	standard 5.00	standard 1.66

“Where the time went” for two drills, with each action shown against its standard.

02

WHERE THE TIME WENT

Two officers can finish in the same time for very different reasons. The report breaks every drill into presentation, splits, transitions and reloads, then shows each against the standard.

Green is time up to the standard. Red is the excess. This officer’s shooting was fast, but a 4.55 s presentation and an 8.37 s reload on one drill cost the time. That is what you coach.

> **A pass can’t say this.** Same score, different fix: the draw, the reload or the transition.

See it Presentation +2.55 s over standard, reload +3.37 s over

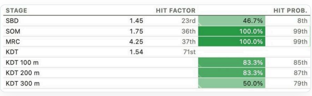
03

ACCURACY AT DISTANCE, AS A PROBABILITY

Not just “did you hit,” but how likely you are to hit at each distance, and how that ranks. Here the same shooter hits 83% at 100 m and 200 m and 50% at 300 m, 79th percentile at the longest range.

For an agency, that turns “our officers can shoot” into a number at each distance you care about, and a place to aim training.

See it Stage table and distance rows of the student report



STAGE		HIT FACTOR		HIT PROB.
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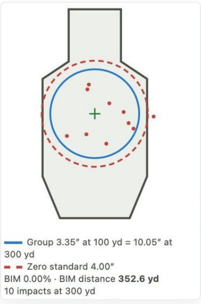
The stage table: hit factor, hit factor and hit probability for each drill and distance, with percentile ranks.



Zero group at 100 yd against the 4-inch standard, with the distance at which the group still hits.

04

YOUR ZERO, MEASURED

The report plots every zero group at 100 yards and projects it out to distance. This shooter’s 3.35″ group clears the 4.00″ standard and stays on the target out to **352.6 yards**.

Across the 221-shooter unit shown below, 53% were over the suggested zero standard. That is a finding you would never see from a pass.

See it Zero group, standard and built-in miss distance

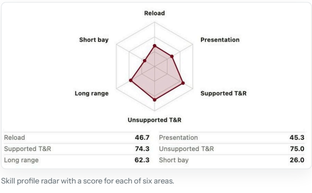
05

A STRENGTHS AND WEAKNESSES PROFILE

One look at the radar shows where a shooter is strong and where they are not: presentation, reload, short bay, supported and unsupported transitions and reloads, and long range.

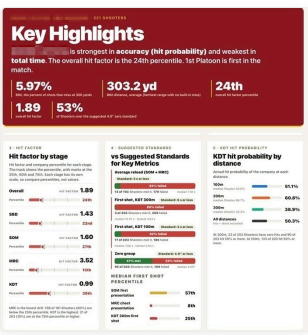
Each axis has a score, so you can set the next block of training against a specific weakness and check it again afterward.

See it Six skills, one shape



Reload	46.7	Presentation	45.3
Supported T&R	74.3	Unsupported T&R	75.0
Long range	62.3	Short bay	26.0

Skill profile radar with a score for each of six areas.



[redacted] · 221 SHOOTERS

Key Highlights

[redacted] is strongest in **accuracy (hit probability)** and weakest in **total time**. The overall hit factor is the 24th percentile. 1st Platoon is first in the match.

5.97% — BIM, the percent of shots that miss at 300 yards
303.2 yd — BIM distance, average (farthest range with no built-in miss)
24th — overall hit factor percentile
1.89 — overall hit factor
53% — of Shooters over the suggested 4.0″ zero standard

3 · HIT FACTOR

Hit factor by stage

Hit factor and company percentile for each stage. The track shows the percentile, with marks at the 25th, 50th and 75th. Each stage has its own scale, so compare percentiles, not values.

	HIT FACTOR	Percentile
Overall	1.89	24th
SBD	1.43	22nd
SOM	1.60	27th
MRC	3.52	15th
KDT	0.99	39th

MRC is the lowest drill: 108 of 181 Shooters (60%) are below the 25th percentile. KDT is the highest: 21 of 203 (10%) are at the 75th percentile or higher.

4 · SUGGESTED STANDARDS

vs Suggested Standards for Key Metrics

Average reload (SOM + MRC) — Standard: 5 s or less — 93% failed — 14 of 193 Shooters met it, 179 failed — median 7.18 s
First shot, KDT 300m — Standard: 6 s or less — 99% failed — 3 of 203 Shooters met it, 200 failed — median 12.57 s · fastest 3.63 s
First shot, KDT 100m — Standard: 5 s or less — 92% failed — 17 of 203 Shooters met it, 186 failed — median 7.60 s · fastest 3.53 s
Zero group — Standard: 4.0″ or less — 47% met — 53% failed — 95 of 204 Shooters met it, 109 failed — median 4.09″

MEDIAN FIRST SHOT PERCENTILE

SOM first presentation	57th
MRC chest presentation	8th
KDT 300m first shot	25th

5 · KDT HIT PROBABILITY

KDT hit probability by distance

Actual hit probability of the company at each distance.

100m (median Shooter 50.0%)	51.1%
200m (median Shooter 66.7%)	60.8%
300m (median Shooter 33.3%)	38.9%
All distances (hits ÷ shots recorded)	50.3%

At 300m, 23 of 203 Shooters have zero hits and 90 of 203 hit 50% or more. At 100m, 133 of 203 hit 50% or more.

Unit report: key highlights, hit factor by stage, standards and hit probability by distance. Names blurred.

06

THE WHOLE UNIT ON ONE PAGE

The same data rolls up into a report for the whole unit, squad or class: where it is strong, where it is weak, how it compares with the reference population, and which standards it is missing.

It is the page you hand to a chief, sheriff or commander. In this example the unit is strongest in accuracy and weakest in total time, and the weak spots are named.

See it An example unit report, 221 shooters

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— Law enforcement

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No need to change your qual, until you want to.

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Our mission: help the good guys win gunfights.

Sources. NYPD hit rate: RAND, *Evaluation of the New York City Police Department Firearm Training and Firearm-Discharge Review Process*. Report examples: JMAP student and unit reports from military assessments, names blurred. Pricing: scoringtech.com/leo-pricing.html.

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