Achievable

ASVAB DUMP SHEET

Test format and strategy

The ten subtests, in the order you take them

Subtest	What it measures	CAT-ASVAB	Paper	Counts toward
General Science (GS)	Physical and biological science	15 in 12 min	25 in 11 min	Job scores
Arithmetic Reasoning (AR)	Arithmetic word problems	15 in 55 min	30 in 36 min	AFQT
Word Knowledge (WK)	Word meanings and synonyms, alone and in context	15 in 9 min	35 in 11 min	AFQT
Paragraph Comprehension (PC)	Reading information from short passages	10 in 27 min	15 in 13 min	AFQT
Mathematics Knowledge (MK)	High school math	15 in 31 min	25 in 24 min	AFQT
Electronics Information (EI)	Electricity and electronics	15 in 10 min	20 in 9 min	Job scores
Auto Information (AI)	Automobile technology	10 in 7 min	AS: 25 in 11 min	Job scores
Shop Information (SI)	Tools, shop terms and practices	10 in 6 min	Part of AS	Job scores
Mechanical Comprehension (MC)	Mechanical and physical principles	15 in 22 min	25 in 19 min	Job scores
Assembling Objects (AO)	How parts look when put together	15 in 18 min	25 in 15 min	Job scores
Total		**135 in 197 min**	**225 in 149 min**	

Scoring

- **AFQT** (Armed Forces Qualification Test): decides whether you can enlist; built from AR, MK, WK and PC
- $\mathrm{AFQT} = 2\,\mathrm{VE} + \mathrm{AR} + \mathrm{MK}$, where **VE** is one verbal score from WK and PC, counted twice
- Reported as a **percentile, 1—99**: the share of a national sample of 18-to-23-year-olds who scored at or below you
- All the subtests together set which **jobs** you qualify for; each branch sets its own score requirements
- No pass or fail: each branch sets a **minimum AFQT**, which can depend on your education; confirm yours with a recruiter

Test day

- You sign up through a **recruiter**
- Taken by computer at a MEPS or most MET sites; on paper at only a few
- **No calculator**; MEPS and MET sites give no accommodations
- **Retest:** wait 1 calendar month, then 1 more, then 6 months
- Scores can be used to enlist for **2 years**

CAT-ASVAB or paper

- **CAT-ASVAB** (computer, adaptive; this course follows it): a right answer brings a harder question, a wrong one an easier question
- **Every answer is final:** no reviewing or going back; move on as soon as you finish a subtest
- **Tryout questions** that don't count appear in 2 to 4 subtests, with extra time
- **Unanswered questions cost you** on the CAT-ASVAB: if time runs short, keep answering carefully rather than guessing at random
- **Paper:** everyone gets the same questions; review and change answers within a subtest, but wait for its time to end
- **No guessing penalty on paper:** answer every question

Multiple-choice strategy

- Four choices: each one you **eliminate** raises a guess from 25% to 33% to 50%
- **Plug in the answers** when checking a choice is faster than solving
- **Plug in numbers** for "equivalent" and "in terms of": pick easy values (100 for percents; not 0 or 1) and test every choice
- **Round** when the choices are far apart, then adjust for the way you rounded
- Write out the math and sketch the figures