ASVAB Test Format

http://www.instantasvab.com/testing/asvab-test-format.html

The Armed Services Vocational Aptitude Battery (ASVAB) contains nine (paper version) or ten (computerized version) separately timed subtests. (Auto & Shop Information is split into two subtests on the computerized version of the ASVAB.)

Subtest	Questions	Time (Minutes)	Content
Word Knowledge (WK)	35	11	Ability to select the correct meaning of a word and identify synonyms and antonyms.
Paragraph Comprehension (PC)	15	13	Ability to comprehend information from several paragraphs that you read (a few hundred words).
Arithmetic Reasoning (AR)	30	36	Ability to solve arithmetic word problems that require simple calculations.
Mathematics Knowledge (MK)	25	24	Knowledge of high school math including algebra and geometry.
General Science (GS)	25	11	Knowledge of general principles of physical and biological sciences.
Auto & Shop Information (AS)	25	11	Knowledge of automobiles, shop terminology and practices, and tools.
Mechanical Comprehension (MC)	25	19	Knowledge of basic mechanical and physical principles including the ability to visualize how illustrated objects work.
Electronics Information (EI)	20	9	Knowledge of electrical principles, basic electronic circuitry, and electronic terminology.
Assembling Objects (AO)	16	15	Measures spatial orientation.
TOTALS →	216	149	

Of these subtests, four (Word Knowledge, Paragraph Comprehension, Arithmetic Reasoning, and Mathematics Knowledge) are used to compute your AFQT score while the remaining five serve only to determine qualifications for certain types of jobs within your branch of the military.

So, if you know that the job you want in the military doesn't require Electronics or Auto & Shop knowledge you can save a lot of time studying by simply ignoring those areas. Doing poorly in areas unrelated to your potential job won't hurt your overall qualifications.

AFGT

Armed Forces General Technical (AFGT) Score: Officer Training Qualification

This score determines if you meet minimum qualifications for officer training in the military. The minimum AFGT score for officer eligibility is 110. The score is determined by adding Verbal Expression (VE) and Arithmetic Reasoning (AR) scores together and is used by all five branches of the military. VE is comprised of Work Knowledge (WK) and Paragraph Comprehension (PC).

Armed Forces Qualification Test (AFQT) Score: Enlistment Training Qualification

This score is what determines if you meet the minimum qualifications for enlistment in the military and is a basic measure of how "trainable" you may be to perform jobs in the service.

The AFQT score is computed from your scores on four of the nine subtests of the ASVAB test:

- Word Knowledge
- Paragraph Comprehension
- Arithmetic Reasoning
- Mathematics Knowledge

Although doing well on the other five subtests can help you qualify for certain jobs in the military, it's only your performance on these four subtests that makes up your AFQT score.

AFQT score is computed using the formula:

2VE + AR + MK

VE is your Verbal Expression score which is a combination of your Word Knowledge (WK) and your Paragraph Comprehension (PC) score. To determine VE, your WK and PC scores are added together and the result is converted to a scaled score between 20 and 62. Your raw AFQT score is then computed by doubling your VE score and adding your Arithmetic Reasoning (AR) and your Mathematics Knowledge (MK) scores to it.

This raw AFQT score is then compared with everyone else who took the ASVAB test and you're ranked by a percentile score indicating how well you did in comparison. So, for example, if your raw score is better then 65% of the other test takers your AFQT score will be 65 and if your raw score is better than 25% of the other test takers your AFQT score will be a 25.