

GUARDIAN

CREW GUNNERY SCORESHEET

6501

For use of this form, see FM 3-20.21; the proponent agency is TRADOC

1. Engagement 65	2. Crew A-13	3. Unit A/1-34 AR	4. Date 15 JAN 2009	5. O/V Posture DEF / CBRN
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6. Target 1			7. Target 2			8. Target 3			
a. Type	b. Range	c. Posture	a. Type	b. Range	c. Posture	a. Type	b. Range	c. Posture	d. Delay
Truck	400m	STA	Truck	500m	Stat				

Firing Set	Driver Action	Firing Data	Authorized Break Times			Firing Set	15. Crew Conduct, Duties, and Response / Penalties and AAR Discussion Points			
9. A	e. Move Up	f. Open 7	I. Target # 1	a. Break Start	B	a. Incorrect Conduct of Fire	A - Alert A/W - Ammo/Weapon TD - Target Description AZ - Direction R/E - Range/Elevation E - Execution X - Termination ST - Stoppage M - Malfunction OB - Obscuration FID - Friendly ID MF - Misfire AC - Aft Cap BU - Breech Up D - Doubtful L - Lost O - Over S - Short T - Target			
	g. Close 11	b. Break Stop								
	h. Sensing T	c. Break Time								
10. B	d. Back Up	f. Open 21	I. Target # 2	a. Break Start	C	b. Improper Ammo or Wpn				
	e. Move Up	b. Break Stop								
	g. Close 23	c. Break Time								
11. C	d. Back Up	f. Open	I. Target #	a. Break Start	D	c. Failure to ID Friendly or Non-Combatants				
	e. Move Up	b. Break Stop								
	g. Close	c. Break Time								
12. D	d. Back Up	f. Open	I. Target #	a. Break Start	E	d. No Digital Battle Damage Assessment (BDA)				
	e. Move Up	b. Break Stop								
	g. Close	c. Break Time								
13. E	d. Back Up	f. Open	I. Target #	a. Break Start		e. Incorrect Response Terms				
	e. Move Up	b. Break Stop								
	g. Close	c. Break Time								
14. SCORE	a. Target Type	b. Range	c. Close Time	d. Delay Time	e. Total Defilade	f. Break Time	g. Engagement Time	h. Final Eng Time	i. Target Points	
	KILL 1	Truck	400m	11	7	0	4	4	100	
	KILL 2	Truck	500m	23	17	0	6	2	100	
DELAY TGT										

REMARKS:	Total Scores		
	16. (Target 1(i) + Target 2(i) + Target 3(i))	200	+
	17. Number of Total Targets Presented	2	=
	18. Engagement Score	100	←
	19. DQ - Disqualified	NO	+
	20. AO - Auto Zero	NO	+
	21. 30 - Safety (30 Points)	NO	+
	22. Safety Violations	0	=
23. Points	100	←	

UP/FIRE
DOWN