

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

|                     |                 |                      |                        |                                    |
|---------------------|-----------------|----------------------|------------------------|------------------------------------|
| 1. Engagement<br>60 | 2. Crew<br>A-13 | 3. Unit<br>A/1-34 AR | 4. Date<br>15 JAN 2009 | 5. O/V Posture<br>OFF / VC Engage. |
|---------------------|-----------------|----------------------|------------------------|------------------------------------|

| 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       | 1000m    | MOV        |             |          |            |             |          |            |          |

| 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<br>4    | i. Target #<br>1       | a. Break Start | A | a. Incorrect Conduct of Fire                 |  | A - Alert<br>A/W - Ammo/ Weapon<br>TD - Target Description<br>AZ - Direction<br>R/E - Range/ Elevation<br>E - Execution<br>X - Termination<br><b>ST - Stoppage</b><br>M - Malfunction<br>OB - Obscuration<br>FID - Friendly ID<br>MF - Misfire<br>AC - Aft Cap<br>BU - Breech Up<br>D - Doubtful<br>L - Lost<br>O - Over<br>S - Short<br>T - Target |
|            |               | g. Close<br>16  |                        | b. Break Stop  |   |  |  |   |
|            |               | h. Sensing<br>T |                        | c. Break Time  |   |  |  |   |
| 10. B      | d. Back Up    | f. Open         | i. Target #            | a. Break Start | B | b. Improper Ammo or Wpn                      |  |   |
|            | e. Move Up    | g. Close        |                        | b. Break Stop  |   |  |  |   |
|            |               | h. Sensing      |                        | c. Break Time  |   |  |  |   |
| 11. C      | d. Back Up    | f. Open         | i. Target #            | a. Break Start | C | c. Failure to ID Friendly or Non-Combatants  |  |   |
|            | e. Move Up    | g. Close        |                        | b. Break Stop  |   |  |  |   |
|            |               | h. Sensing      |                        | c. Break Time  |   |  |  |   |
| 12. D      | d. Back Up    | f. Open         | i. Target #            | a. Break Start | D | d. No Digital Battle Damage Assessment (BDA) |  |   |
|            | e. Move Up    | g. Close        |                        | b. Break Stop  |   |  |  |   |
|            |               | h. Sensing      |                        | c. Break Time  |   |  |  |   |
| 13. E      | d. Back Up    | f. Open         | i. Target #            | a. Break Start | E | e. Incorrect Response Terms                  |  |   |
|            | e. Move Up    | g. Close        |                        | b. Break Stop  |   |  |  |   |
|            |               | h. Sensing      |                        | c. Break Time  |   |  |  |   |
|            |               |                 |                        |                |   | f. Incorrect engagement Techniques           |  |   |

| 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          | 1000m    | 16            | ⊖             | 0                 | ⊖             | ⊖                  | 16                | ⊖                |
| KILL 2    |                |          |               | ⊖             |                   | ⊖             | ⊖                  |                   | ⊖                |
| DELAY TGT |                |          |               | ⊖             |                   | ⊖             | ⊖                  |                   | ⊖                |

|            |   |        |        |
|------------|---|--------|--------|
| REMARKS:   | Total Scores                                  |        | 91     |
|            | 16. (Target 1(i) + Target 2(i) + Target 3(i)) |        | ⊕ 91   |
|            | 17. Number of Total Targets Presented         |        | ⊖ 1    |
|            | 18. Engagement Score                          |        | ⊖ 91 ← |
|            | 19. DQ - Disqualified                         |        | ⊕ NO   |
|            | 20. AO - Auto Zero                            |        | ⊕ NO   |
|            | 21. 30 - Safety (30 Points)                   |        | ⊕ NO   |
|            | 22. Safety Violations                         |        | ⊖ 0 ←  |
| 23. Points |   | ⊖ 91 ← |        |

UP/FIRE  
DOWN