

CREW GUNNERY SCORESHEET

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

1. ENGAGEMENT			2. CREW			3. UNIT			4. DATE (YYYYMMDD)			5. O/V POSTURE											
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					
FIRING SET	DRIVER ACTION			FIRING DATA			AUTHORIZED BREAK TIMES			FIRING SET	15. CREW CONDUCT, DUTIES, AND RESPONSES/ PENALTIES AND AAR DISCUSSION POINTS												
9. A	e. Move Up			f. Open						A	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							i. Target #									a. Break Start			b. Break Stop
10. B	d. Back Up			f. Open						B	b. Improper Ammo or Wpn												
				e. Move Up							i. Target #									a. Break Start			b. Break Stop
11. C	d. Back Up			f. Open						C	c. Failure to ID Friendly or Non-Combatants												
				e. Move Up							i. Target #									a. Break Start			b. Break Stop
12. D	d. Back Up			f. Open						D	d. No Digital Battle Damage Assessment (BDA)												
				e. Move Up							i. Target #			a. Break Start			b. Break Stop						
13. E	d. Back Up			f. Open						E	e. Incorrect Response Terms												
				e. Move Up							i. Target #			a. Break Start			b. Break Stop						
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								(-)				(-)		(=)				(=)					
KILL 2								(-)				(-)		(=)				(=)					
DELAY TGT								(-)		(-)		(-)		(=)				(=)					
REMARKS:											TOTAL SCORES												
											16. [Target 1(i) + Target 2(i) + (Target 3(i))]											(÷)	
											17. Number of Total Targets Presented											(=)	
											18. Engagement Score											(=)	
											19. DQ - Disqualified											(+)	
											20. Auto Zero											(+)	
											21. 30 - Safety (30 Points)											(=)	
22. Safety Violations											(-)												
23. Points		a. YES <input type="checkbox"/>		NO <input type="checkbox"/>		b.																	

UP/FIRE
|
DOWN