

RECORD FIRE SCORECARD

For use of this form see FM 3-22.9; the proponent agency is TRADOC.

ID CODE	UNIT	DATE (YYYYMMDD)	EVALUATOR'S ID CODE
---------	------	-----------------	---------------------

TABLE 1 PRONE SUPPORTED OR FOXHOLE SUPPORTED FIRING POSITION						TABLE 2 PRONE UNSUPPORTED FIRING POSITION						TABLE 3 KNEELING UNSUPPORTED FIRING POSITION											
RD	RANGE (m)	TIME (sec)	HIT	MISS	NO FIRE	RD	RANGE (m)	TIME (sec)	HIT	MISS	NO FIRE	RD	RANGE (m)	TIME (sec)	HIT	MISS	NO FIRE	RD	RANGE (m)	TIME (sec)	HIT	MISS	NO FIRE
1	50	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	11	100	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	200	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	150	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	200	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	12	200		8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	250	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2	50	4	<input type="checkbox"/>	<input type="checkbox"/>
3	100	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	13	150	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	150	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3	100	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	150	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	14	300		10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4	300	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4	150	6	<input type="checkbox"/>	<input type="checkbox"/>
5	300	8	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	15	100	9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	200	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5	100	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	250	7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	16	250		9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6	150	12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6	50	4	<input type="checkbox"/>	<input type="checkbox"/>
7	50	3	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	17	200	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7	200	12	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7	100	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	200	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	18	150	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8	250	9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8	150	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	150	5	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	19	50	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9	150	9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9	50	4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	250	7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	20	100		6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	150	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	10	100	5	<input type="checkbox"/>	<input type="checkbox"/>
TOTAL						TOTAL						TOTAL						TOTAL					

SCORE				QUALIFICATION SCORE RATINGS (Check One)				Qualified with IBA? <input type="checkbox"/> YES <input type="checkbox"/> NO			
TABLE	HIT	MISS	NO FIRE	<input type="checkbox"/> 36-40 -- EXPERT <input type="checkbox"/> 23-29 -- MARKSMAN <input type="checkbox"/> 30-35 -- SHARPSHOOTER <input type="checkbox"/> 22 AND BELOW -- UNQUALIFIED				AIMING DEVICE USED (Check One) <input type="checkbox"/> IRON SIGHT <input type="checkbox"/> AN/PAS-13 (DAY) <input type="checkbox"/> BACKUP IRON SIGHT <input type="checkbox"/> AN/PAS-13 (NIGHT) <input type="checkbox"/> M68, CCO <input type="checkbox"/> AN/PAQ-4B/C <input type="checkbox"/> ACOG <input type="checkbox"/> AN/PEQ-2A/B			
1											
2											
3											
FIRER'S QUALIFICATION SCORE											

NIGHT FIRE EXERCISE					REMARKS
DATE (YYYYMMDD)	HIT	MISS	GO	NO GO	
			<input type="checkbox"/>	<input type="checkbox"/>	
CBRN FIRE EXERCISE					
DATE (YYYYMMDD)	HIT	MISS	GO	NO GO	
			<input type="checkbox"/>	<input type="checkbox"/>	

DATE INITIALED (YYYYMMDD)	SCORER'S INITIALS
DATE INITIALED (YYYYMMDD)	OFFICER'S INITIALS

CONDUCT OF A RECORD FIRE RANGE

The record fire course provides for the engagement of one 20-round exercise and two 10-round exercises. Soldiers engage 20 single or multiple targets from the prone supported or foxhole supported firing position, 10 targets from the prone unsupported firing position, and 10 targets from the kneeling unsupported firing position. Once firing begins, crossloading of ammunition is not allowed. The uniform for qualification is a helmet, LBE/LBV, and interceptor body armor with front and back SAPI plates (if available). No other armor is required.

(1) Table 1 -- Prone Supported Firing Position (or at the unit commander's discretion) Foxhole Supported Firing Position.

The firer is given one 20-round magazine to engage 20 targets at various ranges.

(2) Table 2 -- Prone Unsupported Firing Position.

The firer is given one 10-round magazine to engage 10 targets at various ranges.

(3) Table 3 -- Kneeling Unsupported Firing Position.

The firer is given one 10-round magazine to engage 10 targets at various ranges.

(4) Credit for target hits should not be given when rounds are "saved" from difficult targets for use on easier targets (for example, not firing at the 300-meter target so an additional round can be fired at the 150-meter target). When double targets are exposed, the Soldier should fire two rounds. If he misses the first target, he may fire at that same target with the second round.

(5) Soldiers should engage the target that poses the greatest threat first (normally assumed to be the closer target). No scoring distinction is made between near and far targets or the sequence in which the Soldier engages them. Credit is not given if unused ammunition from one 20-round table is added to a magazine provided for the next table.

(6) Soldiers who fail to qualify on the first attempt should be given appropriate remedial training and allowed to refire in a few days. When a soldier refires the course, he remains unqualified with a score of 22 target hits or less. A rating of marksman is awarded for a score of 23 to 40 target hits. When automated scoring procedures that allow a Soldier's performance to be stored and retrieved before a weapon malfunction are available, his performance is added to the score of his first attempt after weapon repair and refire. If a Soldier's weapon becomes inoperable and his performance before a malfunction precludes qualification, he is considered unqualified and must refire.

(7) Alibi firing is reserved for soldiers who encounter a malfunctioning target, ammunition, or rifle. A soldier will not be issued more than 20 rounds for Table 1, 10 rounds for Table 2, and 10 rounds for Table 3. Soldiers who fire 20 rounds despite a target malfunction will not be issued additional alibi rounds. There are no alibis for Soldier-induced weapon malfunctions or for targets missed during application of immediate action. These procedures must be strictly adhered to when a malfunction occurs.