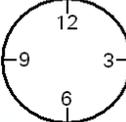
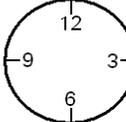


RECORD FIRING SCORECARD -- KNOWN DISTANCE COURSE

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

ID CODE (NOT SSN)	UNIT	DATE (YYYYMMDD)	EVALUATOR'S ID CODE (NOT SSN)
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TABLE 1 PRONE SUPPORTED OR FOXHOLE SUPPORTED FIRING POSITION (TIME: 120 SECONDS)				TABLE 2 PRONE UNSUPPORTED FIRING POSITION (TIME: 60 SECONDS)				TABLE 3 KNEELING FIRING POSITION (TIME: 60 SECONDS)							
RD	RANGE (m)	HIT	MISS	RD	RANGE (m)	HIT	MISS	RD	RANGE (m)	HIT	MISS	RD	RANGE (m)	HIT	MISS
1	300 E-SIL	<input type="checkbox"/>	<input type="checkbox"/>	11	300 E-SIL	<input type="checkbox"/>	<input type="checkbox"/>	1	200 E-SIL	<input type="checkbox"/>	<input type="checkbox"/>	1	100 F-SIL	<input type="checkbox"/>	<input type="checkbox"/>
2		<input type="checkbox"/>	<input type="checkbox"/>	12		<input type="checkbox"/>	<input type="checkbox"/>	2		<input type="checkbox"/>	<input type="checkbox"/>				
3		<input type="checkbox"/>	<input type="checkbox"/>	13		<input type="checkbox"/>	<input type="checkbox"/>	3		<input type="checkbox"/>	<input type="checkbox"/>				
4		<input type="checkbox"/>	<input type="checkbox"/>	14		<input type="checkbox"/>	<input type="checkbox"/>	4		<input type="checkbox"/>	<input type="checkbox"/>				
5		<input type="checkbox"/>	<input type="checkbox"/>	15		<input type="checkbox"/>	<input type="checkbox"/>	5		<input type="checkbox"/>	<input type="checkbox"/>				
6		<input type="checkbox"/>	<input type="checkbox"/>	16		<input type="checkbox"/>	<input type="checkbox"/>	6		<input type="checkbox"/>	<input type="checkbox"/>				
7		<input type="checkbox"/>	<input type="checkbox"/>	17		<input type="checkbox"/>	<input type="checkbox"/>	7		<input type="checkbox"/>	<input type="checkbox"/>				
8		<input type="checkbox"/>	<input type="checkbox"/>	18		<input type="checkbox"/>	<input type="checkbox"/>	8		<input type="checkbox"/>	<input type="checkbox"/>				
9		<input type="checkbox"/>	<input type="checkbox"/>	19		<input type="checkbox"/>	<input type="checkbox"/>	9		<input type="checkbox"/>	<input type="checkbox"/>				
10		<input type="checkbox"/>	<input type="checkbox"/>	20		<input type="checkbox"/>	<input type="checkbox"/>	10		<input type="checkbox"/>	<input type="checkbox"/>				
TOTAL				TOTAL				TOTAL							

SCORE				QUALIFICATION SCORE RATINGS <i>(Check One)</i>				LIGHT		WIND	
TABLE	HIT	MISS	NO FIRE	<input type="checkbox"/> 38-40 -- EXPERT	<input type="checkbox"/> 26-32 -- MARKSMAN						
1				<input type="checkbox"/> 33-37 -- SHARPSHOOTER	<input type="checkbox"/> 25 AND BELOW -- UNQUALIFIED						
2											
3											
FIRER'S QUALIFICATION SCORE											

NIGHT FIRE EXERCISE					THE FIRER WILL BE ISSUED 40 ROUNDS. THE ROUNDS WILL BE PRELOADED IN FOUR 10-ROUND MAGAZINES - TWO FOR TABLE 1, AND ONE FOR EACH REMAINING TABLE.	ZERO			
DATE (YYYYMMDD)	HIT	MISS	GO	NO GO					
			<input type="checkbox"/>	<input type="checkbox"/>					
CBRN FIRE EXERCISE						ELEV			
DATE (YYYYMMDD)	HIT	MISS	GO	NO GO					
			<input type="checkbox"/>	<input type="checkbox"/>					

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

This scorecard is used to score known distance course record fire qualification when the known distance range is used. This course is used only when the standard record fire course is not available.

CONDUCT OF FIRE

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 or foxhole supported firing position.

The firer is given two 10-round magazines to engage an E-silhouette at 300 meters within 120 seconds.

(2) Table 2 -- Prone unsupported firing position.

The firer is given a 10-round magazine to engage an E-silhouette at 200 meters within 60 seconds.

(3) Table 3 -- Kneeling firing position.

The firer is given a 10-round magazine to engage an F-silhouette at 100 meters within 60 seconds.

SCORING

Scoring is conducted in the pits, with the results provided after each table. A hit is scored for any bullet hole that is within or touches some part of the silhouette facing.